LOADER :
Are you a Cracker / Demomaker / Scener?
Do you know you've been manipulated since your teens ?
Read this till the end, it'll change your life forever.
a 20 years investigation, the biggest trace of all.
07/03/2025

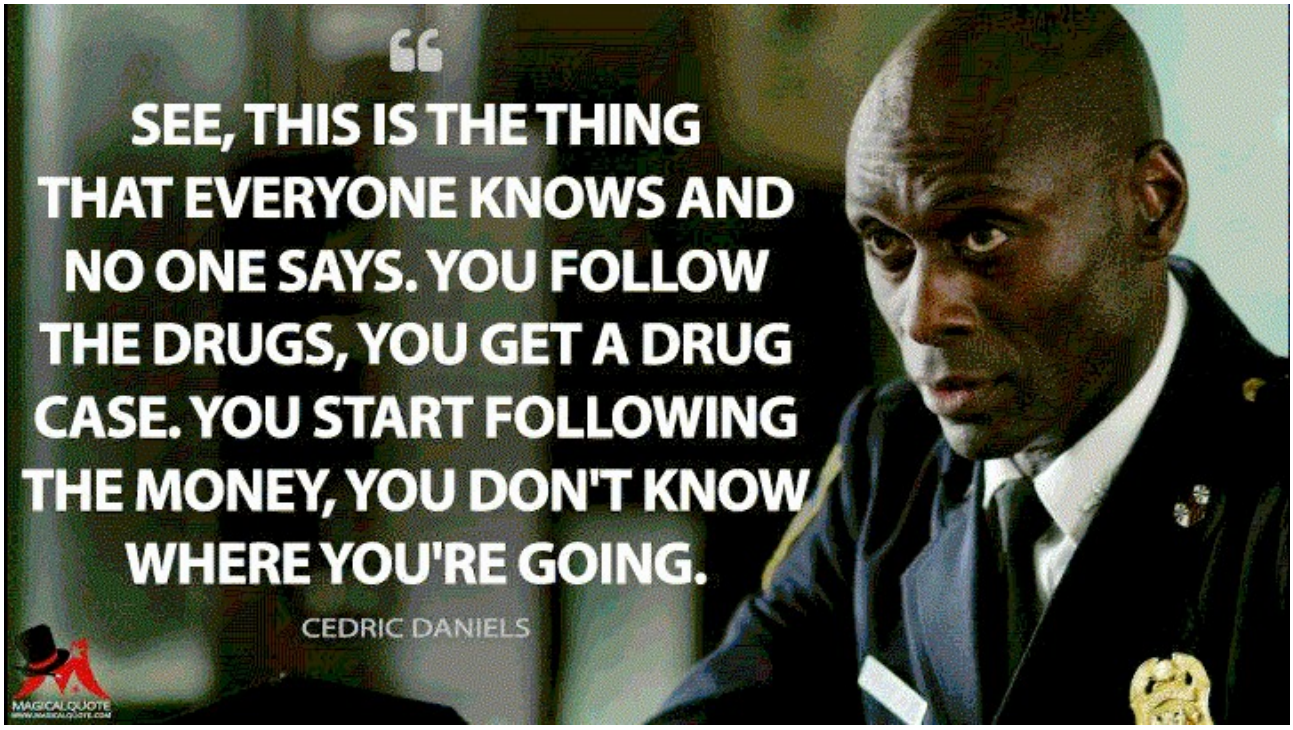
GOAL: get the truth out about what the demoscene and demos REALLY are.
Why: a bold lie has been written about my supposed views and this led me to a thorough analysis of what is the DemoScene and who it serves.

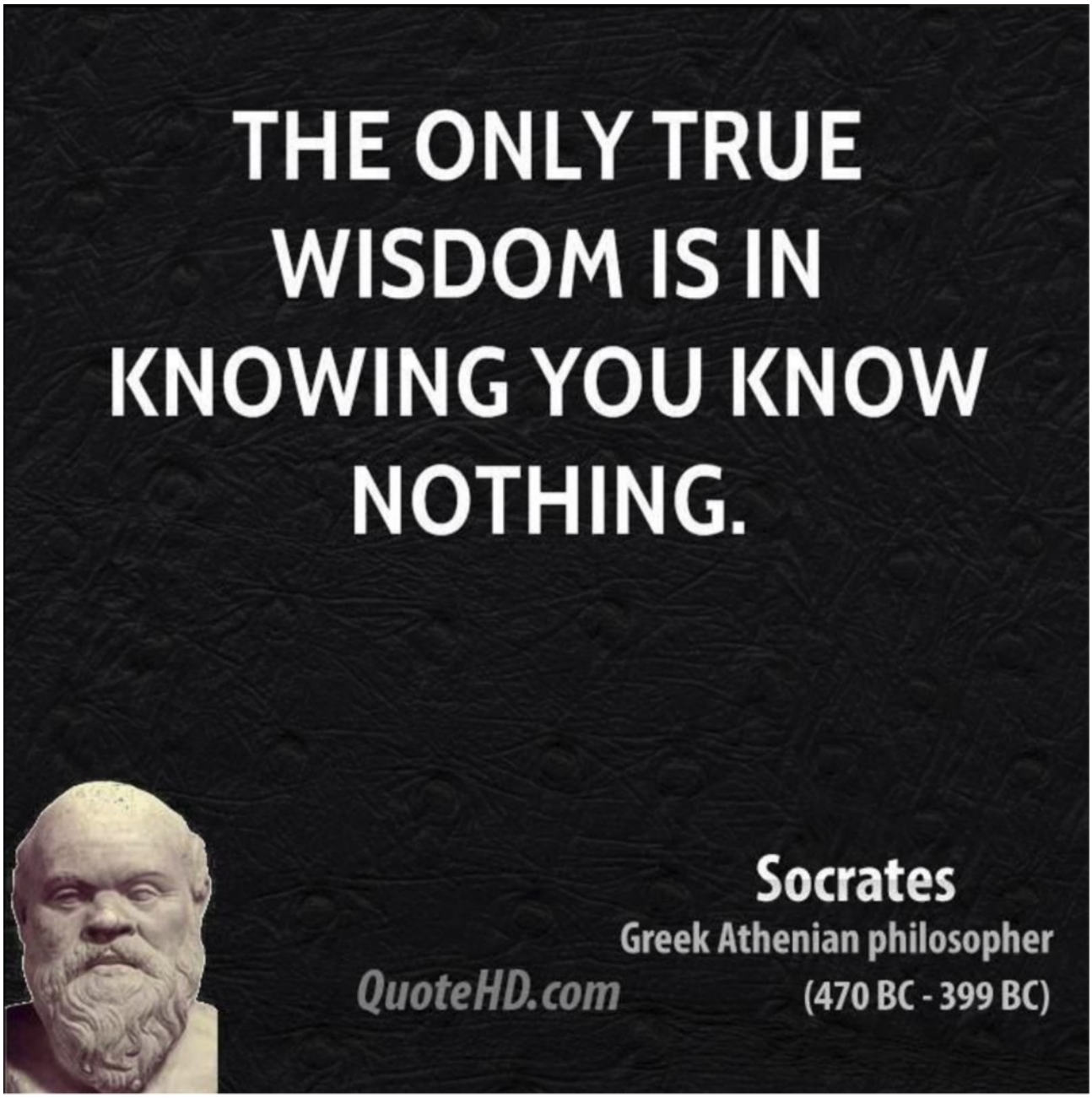
This leds to unknown truth NOBODY talks about:

The demoscene is part of the socialist trap to bring technocracy slavery globally through screen based drug delivery : entertainment and mass hypnosis.
Who is responsible and how to change that ?
See references.
**********

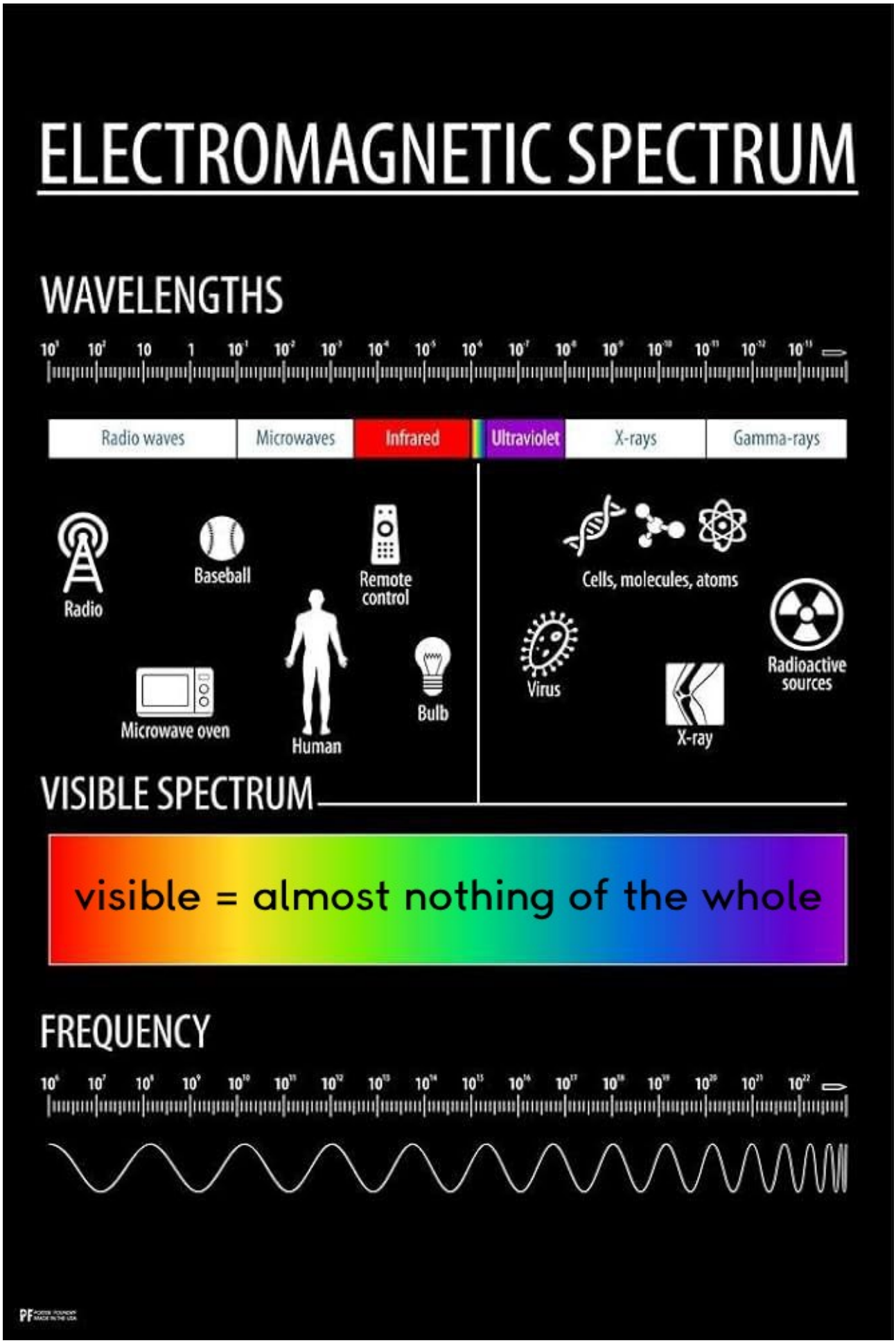
THIS IS BRAND NEW MATERIAL, READ ON TILL THE END TO UNDERSTAND THE FULL SCENARIO AND THINK ABOUT IT, IT'LL CHANGE YOUR PERSPECTIVE ON REALITY FOREVER. GOOD LUCK

Follow Alice deep down the rabbit hole


SEE, THIS IS THE THING THAT EVERYONE KNOWS AND NO ONE SAYS. YOU FOLLOW THE DRUGS, YOU GET A DRUG CASE. YOU START FOLLOWING THE MONEY, YOU DON'T KNOW WHERE YOU'RE GOING.
CEDRIC DANIELS
MAGICALQUOTE




Consequence : question everything to find the truth




your bare eyes see almost nothing of reality

Why sceners get addicted to Screen / TV / Smartphone for thousands hours / year for decades ?:

The Screen trick = mass compliance by remote drug distribution through screens, changing **CONSCIOUSNESS**.

Consciousness : the image and representation you make yourself of reality through a combination of senses inputs + logic + memory inherited in you genes + information + emotions

# Elite Mind Hacking Technic 1 : the screen hypnosis

By using resonance of the screen flicker with your pineal gland, your melatonin production is altered leading to reduction of sleep thus putting you in zombie mode. Your brainwaves are also altered to put you in a state of no judgement (low alpha waves) and ready to take in all information as they are given. All screens type (CRT / LCD / Plasma) work for that matter, in a different way but producing the same trance : TV, PC screen, Smartphone, SmartWatch, GPS, Tablet, calculator… see refs

# Elite Mind Hacking Technic 2 : emotional conditioning

Screens copy their content into your consciousness bypassing judgement and write directly into your subconscious (body cells memory) through emotions which are electric: what you see is what you believe. This imposes the perspective of the programmers (tv, games, tools, doc) into your subconscious. This tames you and teaches you how to react the same way as each situation is depicted on the screen.

The videogames are designed to produce emotions which rewire your neural pathways and change DNA + create an addiction for more screen time through a dopamine loop. **It's a drug**. The fast changing content creates a craving for more as it interrupts your reptilian brain 50/60 or more time per seconds which is addictive compared to the slower reality.

The fast changing 2D content triggers the flight or fight mechanism which makes you believe danger can comes out of the screen and keeps you addicted.

This keeps you seated, immobile, and less and less sensitive to what's really going on in life because you've seen so many murders, destruction, killings or laugh producing content on the screen that reality don't matter in comparison. This is a mind numbing device. See refs

# Elite Mind Hacking Technic 3 : skinnerian and pavlovian conditionning = rewiring your brain circuitry

Games keep you hooked with stimulus : Good behavior = points / progress / bonus, ‘bad’ behaviour = loss of life / energy / game over. Programming does the same with a loop of error messages and bugs till you get the code right. Error = stick = bad emotions. Working code / ‘good’ behavior = carrot = joy, happiness = obedience to the system.

This carrot / stick conditionning is skinnerian in essence. The jingles, points, life count and life energy increases, bonuses in games, is pavlovian conditioning : lots of light and sound, but nothing which matters. Bottom line = immobility facing societal changes. This is making you idle and powerless while feeding you with fake triggered emotions.

This is building a paradigm or list of habits and create a comfort zone, a way of living which is under control of the screen content. This keeps you perfectly under control because those who create those environments do it with a scientific method. See refs

Elite Mind Hacking Technic 4 : digital distraction
= lack of attention by multiplication of focus points
=> confusion

The constant trigger of emotions in a game by visual effects or when programming via many APIs / FrameWorks / languages / variables to think about and check in an increasingly complex work / play electronic environnment brings a multiplication of focus points = confusion.

What is real, what is virtual ? People are lost in a maze of digital smoke and mirror world. Those prevent deep thinking because there is no time to pause and think outside of them. The only reference became the screens. Interrupted brains can't access long term memory and can't establish links between events then.

All the various visual effects which have grown in number and complexity with new graphics techs like PC graphics card changing every 6 / 8 years and consoles complexity retaining the effects the previous versions were supporting, means the graphical complexity has and is growing exponentially.

This creates more emotional triggers for players due to a huge amount of 'diversity' on the screen means it triggers their curiosity thus keep them glued to the screens. This means more time spent by coders to implement those effects and more complexity for artists to use them = more screen time for the whole chain of production / consumption.

This targets the brain by feeding it a constant flux of artificial complexity which hides the physical reality huge changes going on : loss of private properties and of basic freedoms. This is ideal for a world take over by tyrants. Which is what is occuring : the virtual replace in importance the physical / material / properties in the brain.

This hiding acts as a substitution of reality by a digital copy in the consciousness of both creators and consumers of video games. Demos add another layer of confusion so are cracktros.

This aligns perfectly with the WEF agenda 2030 : you'll own nothing and be happy cf Klaus Schwab. Meaning you'll have tons of bells and whistle triggers on screens and nothing real because you'll live in a digital stream of rendered images and sounds making you live in a newver ending dream / coma not in reality.

Reality which if nothing is done will look like slavery as you'll not own your time thus will not be free. An electronic slave that's the future if we don't wake up NOW !

# Elite Mind Hacking Technic 5 :
# reduction of depth of thoughts by poor vocabulary and no development of emotional language

The substitution of native language by a mathematical based one which has no emotional vocabulary such as BASIC, Assembly, C, C++, C#, Python, Javascript leads to deep fear and misunderstanding, meaning coders have a different mindset than most people by constantly thinking in term of algorithms => problem for speaking.

In general, human beings are emotional creatures, they deal with reality through emotions mainly. But coders deal more with their day to day reality through logic. And logic lacks the variety emotions have by replacing it by discrete numbers. We could say that emotions have infinite range of values = Analog, whereas computers and thus coders deal with discrete values = Digital.

Thoughts are to human brains what opcodes are to CPUs,
Ideas are a collection of related thoughts.
Ideas are to humans brains what programs are to CPUs.

The perpetual bilinguism between native language and computer programming languages turns those practicing them more into robots than anything else : you become like the main signal you are processing by merging with it. This is exactly what transhumanism is about : turning human beings into cyborgs.

A special case of logic is binary logic. It is the equivalent of turning an intelligent person into a soldier. And players are fed with a constant binary logic GOOD / BAD ‘emotional’ soup
= military indoctrination (FRIENDS / ENNEMY)
= only 2 emotional states
= ‘thinking’ in black and white.

# Elite Mind Hacking Technic 6 :
# perception limitation = the horse blinders

Screens are scientifically proven by many studies from as early as 1910 to blind people to a very narrow perception of reality. The nerd tunnel syndrome in effect. When your vision is so limited you’re factually blind to reality outside the computer environment. This leads computer users to factually being computer devices and being used by the computer : they don’t see the dependance because they only look at the screen and don’t thus see themselves being used by the computer system. Users are used and abused. See refs

# Elite Mind Hacking Technic 7:
# control and privacy intrusion in guise of security

Cookies notice and 3rd party browser tracking, login / password, 2FA, verification via captcha, … This is control and tracking by those who are the hench men of the BIG TECH elite behind the digital friction messages and controls. This makes you get used to be controled all the time for everything. Control has been growing step by step with the fascist take over : when home computers where there like with the C64 or the Amstrad CPC, there was none. But with the PC connected to Internet, the work environment moved into everybody's house and the control with them robbing your precious privacy.

Imagine a world where each physical door in your house or at work or in your car that you want to open is locked and requires you to identify yourself and get a legal agreement to be opened each time. Imagine a supermarket where when you enter the salesman comes to you and ask your permission to track you around the aisles, request to enter you in his newsletter at each entry, movies you personnaly, … Imagine a world where each purchase you do is logged into a database with amount paid, credit card used, address for delivery, and obviously your name, this creates a file of your consumption habits which is then used to create an consumer profile sold to advertisers, ODD and INTRUSIVE isn't it ?

That's what happens online for each website you go and this gather lots of data about you, stealing your privacy. All data which for your 'security' or the security of the community, could be used in a court of law (which express itself in a language not taught in regular school curriculum, is not immune to corruption and is not fair as it's there to support the slavery system which democracy is under the guise of free speech « talk as much as you want : nobody listens nor act on what you say, only the law applies »).

Data logging is what happens on site like pouet.net. And is clearly in complete contradiction of a demoscene which is anonymous, alternative, out of the system and with total freedom of speech and expression.

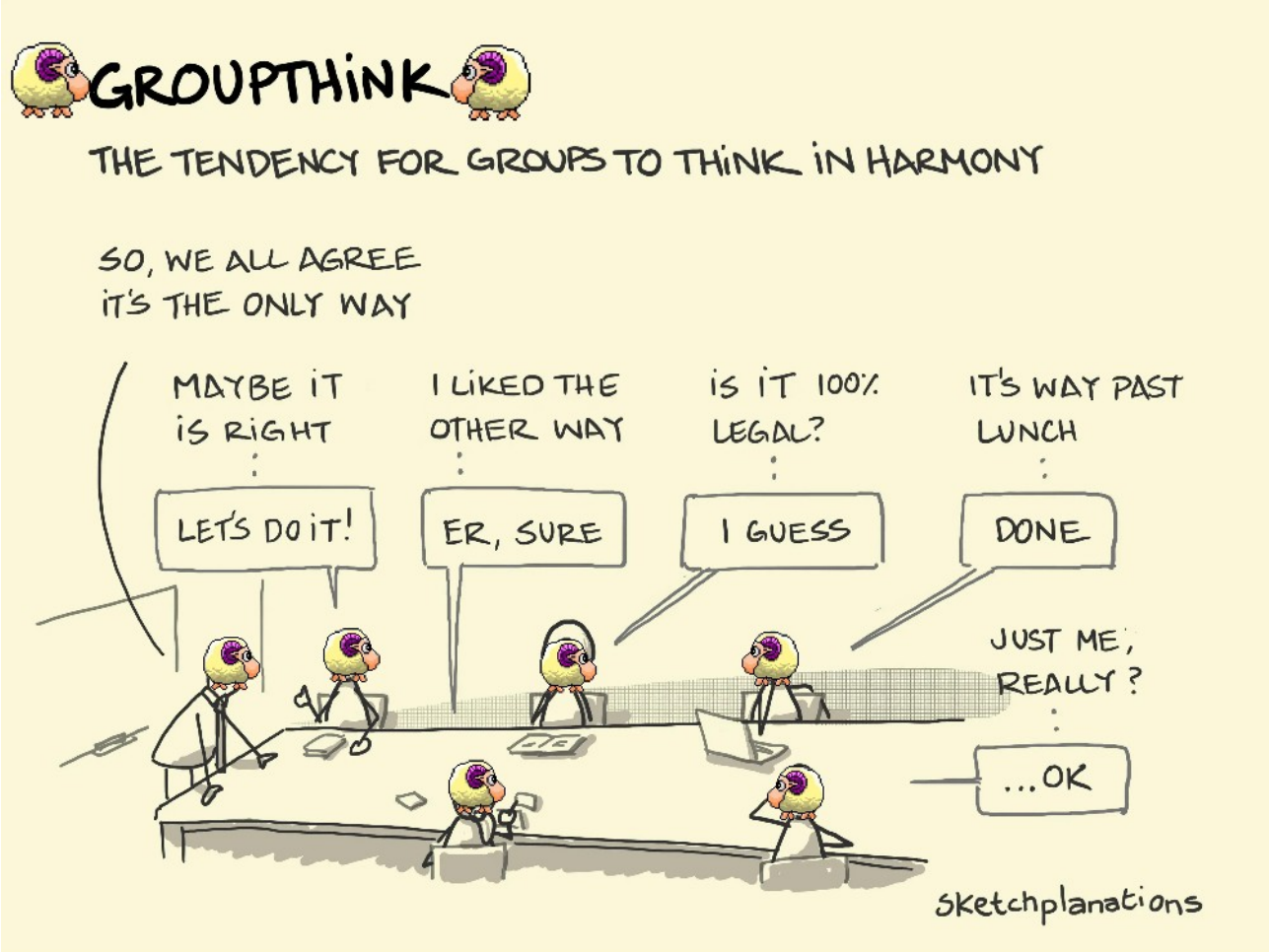
## Elite Mind Hacking Technic 8: subordination via position

All seated from at least a few hours to far more than 8 hours / day in front of a light bulb since school = state of subordination to the screens = subordination to the elite behind them = under the yoke of BIG TECH. This seated body position reduces among other things your testosterone levels turning you more feminine and with bad mood. This is how some video games companies operates exploiting their passionated and complety drugged workforce. See refs

## Elite Mind Hacking Technic 9: submission via rules

Computer programs whether they are games or tools or programming languages are based on rules. There is no negociation taking place, it's all about black or white choice to be made to get to win the game or have your computer program to run = obedience and compliance. This long list of rules and constraints are exactly the same as how a bureaucracy operates. The more time elapses, the more rules thus the more compliance => the least creativity and freedom.

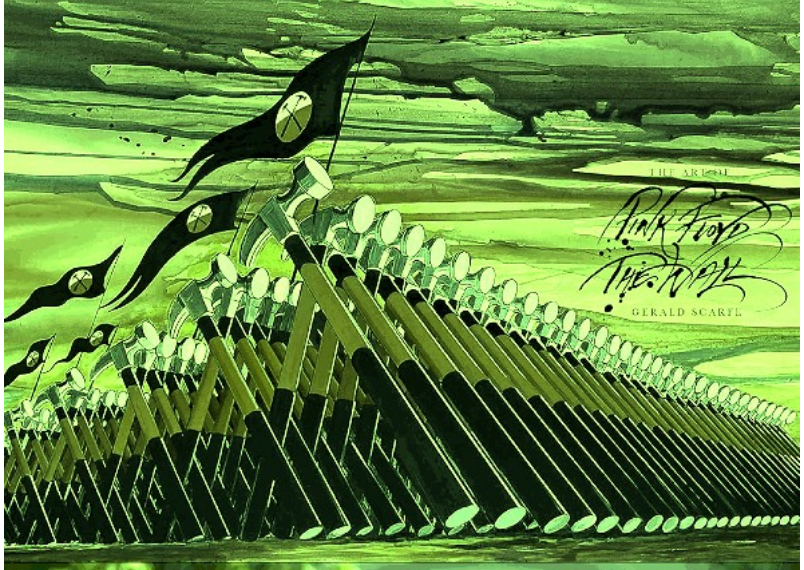
Elite Mind Hacking Technic 10:
submission via group conformity




All obeying drastic and ludicrous rules without any negociation with a dumb computer. Leading to compliance to computerized authority = centralization because computers got all networked with data stored and rules set far away without negociation taking place (EU/USA/CHINA/WEF).

WHAT THE OUTCOME
OF ALL
THOSE MIND HACKS ?

SEE NEXT PAGE



# UNIFORMITY

## Uniformity

All this has been put in place to build uniform mindsets and behaviours. The whole society works on the same repetition process of stupid rules which create automated groups of same ‘thinking’ military religious scholarly pawns. Same with gamers, demomakers, crackers and office workers: those mindsets are built according to a grid defined in the theater circle as character design see refs. Those self ID are then streamed repetitively forever into mass consciousness via TV / Movies / Video Games / Pop Culture / Computers environment / Work environments...

## Implications :

Time = wasted life spent obeying a computer instead of progressing on your personal goals and create real skills using your body, intuition, imagination, social skills, curiosity.

Complexity = life in a maze => time wasted running in loop in the left brain instead of having a dominant view and create a simple meaningful life.

Chair time = subordinate position = low testosterone + health issues like hunch back and back disks issues, neck pain,

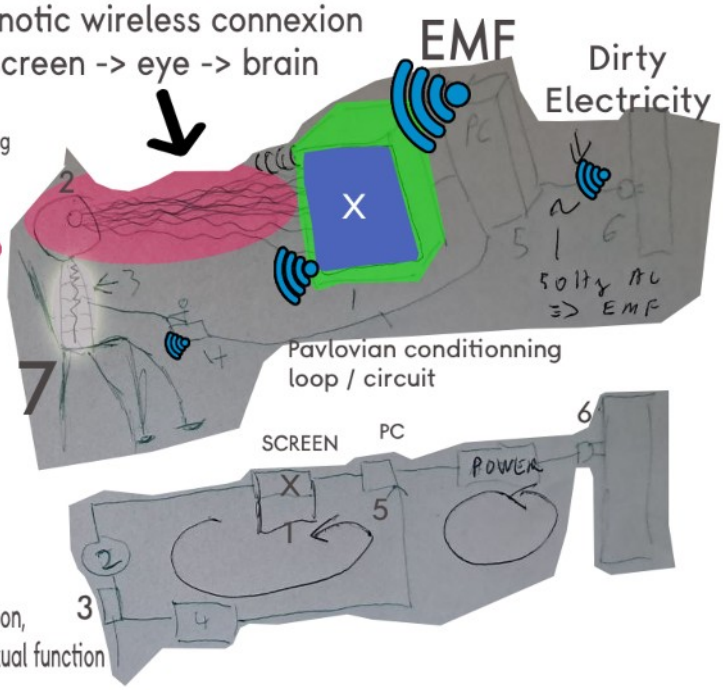
screen time => impaired vision, low memory of the past, even immediate past, nerd tunnel syndrome

Energy = low vibration = fatigue / anger / angst due to constant frustration and EMF (Electromagnetic radiations see next page → watch carefully preferably on paper and read the perception deception + Tell lie a vision by David Icke)

Life of masses is a jail due to all the rules, identification requests, conditioning (success / failure).

# Your perception is framed and shaped through Screens

Hypnotic wireless connexion
screen -> eye -> brain




1) screen
2) eye - brain
3) Electro Physiological = nerve influx = Paradigm conditionning
=Train to change nothing
and behave like a sleeping zombie soldier / android

4) joystick / controller
keyboard / mouse
microswitch conditionning

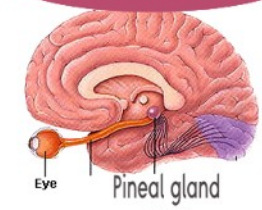
Joystick is a phallus
for male sex metaphor
keyboard is a phallus
for female sex metaphor

=> eugenism by selection of IQ
the stupid keep moving
the stick around or typing
and do not have sex

5) PC
6) power socket / plug
X) Program:
demo / game / code
app
= Paradigm signaling

EMF) Alter Body Cells Water
due to being a super heterodyne

2 Eye - Brain =
electric switching station




Pineal gland
melatonin
= sleep regulation
aging,
immunological function,
reproductive and sexual function

7 = Iron Chair = 3D jail

IRON CHAIR OF TORTURE Middle age in Europe
PAVLOVIAN CONDITIONNING 1897
TV INVENTION 1926 John Baird / Philo Farnsworth 1927

WHO OWNS YOUR TIME OWNS YOU PAWN

Who am I ?

I started my computer journey in 1985 with an 8bits Thomson MO6 while using Thomson TO7-70 in NanoReseau / networked with a centralized PC storing data at school, driven by an insatiable need to understand and reverse-engineer hardware and software. I squated on the Amstrad CPC of my cousin for a few years around 1987. Got my Atari 520 STE on december 1990.

Around that time I get my first contact with the demoscene not via a cracktro or a demo but via an antivirus bootblock Virus Killer V2.1 tool created by GodFather / The Corporation :

VIRUS KILLER V 2.1
BY GODFATHER FROM THE CORPORATION
CE PROGRAMME PERMET DE METTRE SUR VOS
DISKS UNE PETITE DEMO AVEC DES BARRES
HBL ANIMEES. LA DISPARITION DE CETTE
DEMO VOUS AVERTIRA QU'UN AFFREUX VIRUS
A SUREMENT CONTAMINE VOTRE DISK.
VOUS SAUREZ AINSI INSTANTANEMENT SI
UN DE VOS DISKS EST INFECTE.
GENIAL, NON ???!!!!!
TAPEZ
ESPACE : COMMENCER L'ANALYSE
F7 : QUITTER

On the 9 september 1992 AD at 10 am GMT+1, I get in contact with the Atari ST demoscene, mentored daily that year by pioneers of MJJ Prod (Joker, Bill, Niko) and Oxygene (Niko, double member).

Niko is a graphist and a good one : he knows how to use his eyes to see, his brain to think on his own and his hands to draw. He is still probably drawing by hands with a pen and paper, and has the same dexterity on paper and on mouse / screen while having a strong imagination and a love for hard rock (eddies), mentos and gaufres.

He was my first demoscene contact giving me a few demos with a few warnings though :

1- each demoscene has a different mindsets, the Amiga scene is different in its vision than the Atari ST scene, more commercial oriented (back in 1992).

2- psychology matters. There are different mindsets on the demoscene. Each machine comes with its own type of psychology and ways : the Atari ST is a more start from scratch oriented culture than the Amiga. The PC is way more diverse with tons of possibilities.

3- The Amiga modules .mod may have better sound (Klisje Paa Klisje), the point is chiptunes on the ST have far elaborate melody : true for most back in those days (not for Klisje).

Niko was naturally gravitating around other graphists and learnt plenty of technics growing his skillset that way and probably the other graphists meeting him too.

Niko later shaped the video game industry at UbiSoft and Oxygene did too at Naughty Dogs.

Joker the first coder I met is a math genius mastering fractals maths at 16 (he knew what both Julia and Mandelbrot sets represent, how to draw them, won math competitions, made demos on his HP pocket calculator with Acid smiley and music) and told me logic and common sense truths never written in any books daily for 9 months. His goal was crystal clear : make maths research and he just do that.

I participated in MJJ local mini coding parties for 2 or 3 times during that year. And Niko invited me at Wilfried house with BigFoot who was a coder and Smith their musician. They shew me in exclusivity one Anomaly demo screen before release. They shew me the freeboot too so I can put 2 single side disk games on 1 double side disk.

In 1993, I expanded into the Amiga 500, captivated by its superior sound, his complex operating system and tools then honed my skills in assembly code by disassembling and optimizing 68000 code from 1995 still in contact with Niko: Niko told me plenty about the psychology of the scene on the 3 main platforms of the time (ST / Amiga / PC), and explain me how graphics are drawned and painted, Joker told me plenty about maths, 680X0 coding, electronics, screen subliminals while showing me what taking a decision is about and what be goal oriented and thinking is, Bill told me a bit about electronics.

All in all the 3 were not that much interested by the demoscene drama (which was way way smaller on the ST scene than on the Amiga and not existing compared with the Pouet scene) : they were interested about how demos effects are made only, what is the maths and technics behind it, what the hardware does : how things work. ***In no way they are supporting this document and I've never met them again in more than 20 years.***

On my own I explored various sides of computer creation. For coding I especially get attracted to file command lines, batchs files and utility tools like crunching, disk editors: the demomaking part was not my favorite, I was very intrigued by reverse engineering and cracking.

By 1995, I refined Amiga demo startup code on the A1200 for seamless demo execution (680X0 cache configuration, handling running from workbench or cli correctly, intializing correctly and quiting a demo correctly to handle all kind of system configuration, ...) and reverse engineered software into pure, self-relocatable programs.

In 1996, I met again Smith and had a very interesting conversation with him : he told me straight away « I don't care about the demoscene », then he repeated slowly « I don't care about the demoscene but we have to make quality ». « We » being his groups. He was studying accountancy at the time so was very straight to the point.

The conversation ended there and I didn't see him for 6 months. I met him again in La Fnac de Montpellier where he was accompagnied by 2 girlsfriends and was shoping around for music ( Sven Väth --- Harlequin - The Beauty And The Beast). He joked about me making demos and I understood he really didn't give a flying fuck about demos. His trip is all about music, demos are just a place where his tunes happened to be played but he don't care about the rest at all.

Throughout the '90s, I witnessed the demoscene shift towards a one vision only : Amiga and Atari lost ground to militarized FPS-heavy PCs games, and in my opinion the artistic edge faded. I also got interested by other things : alternative health, psychology, brain, physical exercise, nature, and my job in IT so all OS, maintenance and office tools based, scripts.

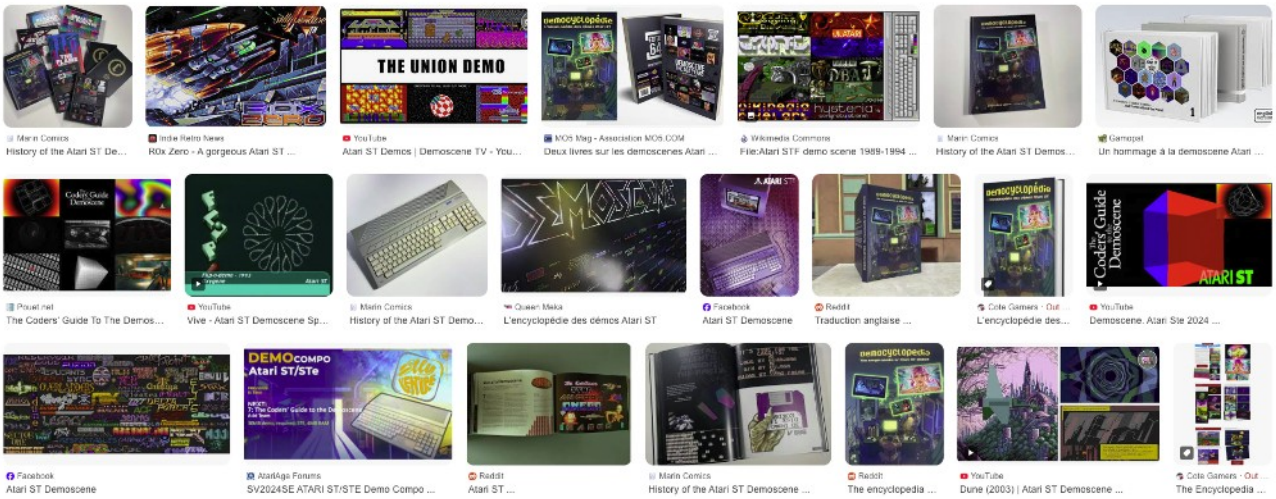
Meanwhile my technical education spanned mechanics, electronics, CAD, automation, telecommunication in 5 different places and 3 cities leading me to an international career in IT where I developed scripts across Linux and Windows, and handle multinational clients as a Level 2/3 support engineer.

**By 1997, I started body building and my life changed totally for the better till one event in 2004 :**

I watched on a Celeron 400 MHz 10 PC demos under DOS and they gave me a very bad trip. I felt the frequency those making them was very low meaning they experience anger, fear, anxiety, ... and they had several mental problems. Demos topics, graphics and 'art' just show that.

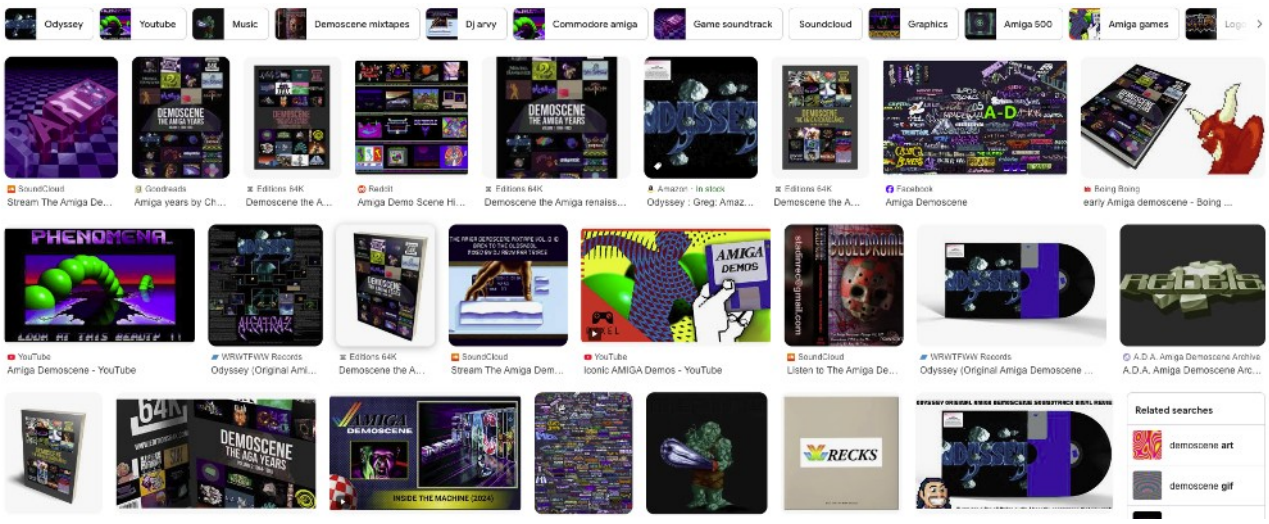
In fact go to google image and search :

*Atari ST demoscene :*

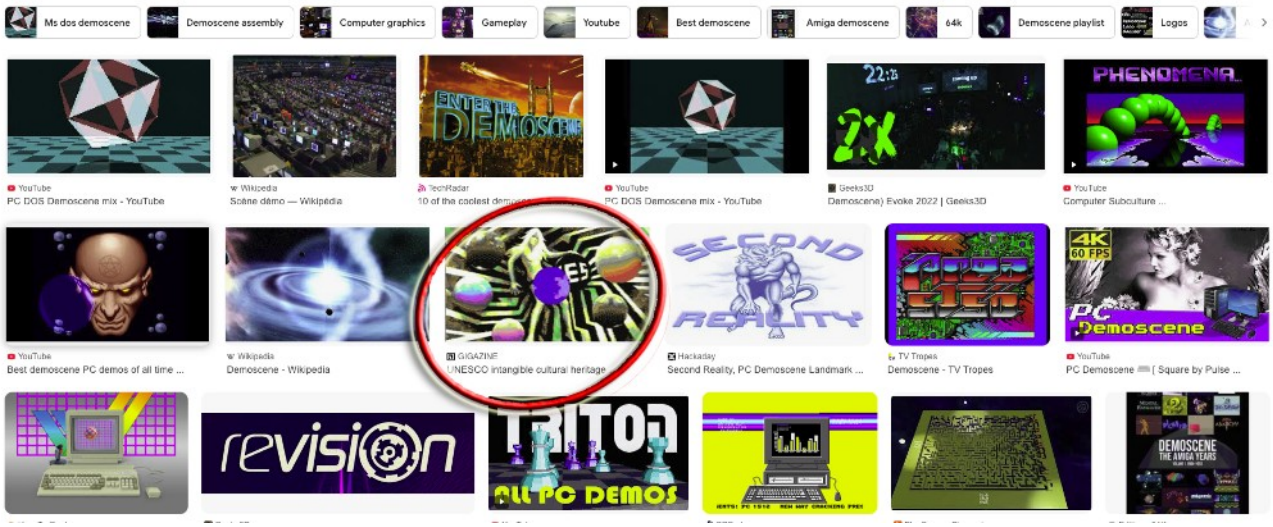



Text, sprites, logos, cubes, fractals, a few pictures,...
what is the meaning of all that ? Meaningless
Where is the truth in that ? Virtual = No truth / facts
What's good in this ? None
What is useful there ? Nothing
What's the value in that ? None
Where is the beauty ? Symmetry but nowhere any human

*Amiga demoscene : Same conclusions + demon / devil*




*PC demoscene : Same conclusions + more devils + UNESCO*



But let’s get back in time at my first BIG party
On 02/09/1994 at 5 pm I saw my first demo on a big screen :

the party organiser of the Sea Sex And Soft 3S in St esteve south of France shew it to me and 2 other people in exclusivity, in a small corner of the place :

It’s CCCP by Case and Juliet on Amiga.
And it gives a warning about Communism.

Then approximately 10 years later in december 2004, I got a message from CCCP itself in the form of Gleb J Albert in the most important article ever written in the DemoScene see refs.
This article is made of lies from top to bottom, I've never seen such a pack of lies before.

Since then I learnt this is satanist communication : INVERSION. To understand what is truly interesting in this article, you’ve got to invert everything.

I got an electric arc from my kidneys at the time I read that article and obviously I never got such shock in my life. This reaction was gut feeling telling me a HUGE lie was communicated and hide something even BIGGER.

This took me up to 2012 to understand how big I’ve been lied to and what are the implications for my daily life and yours too. And I come to understand we need to wake up and wake up FAST.

Thus this communication.

This is the questionning I had :

**What is truly the DemoScene ? THINK BIG**

It’s a Stage with a show.
If it’s a Scene then it has actors.

Who are the demoscene actors ?

In demos, these are equations, algorithms.
Graphics and Music are the dress

Who are the actors creating the demos ?

Demomakers = puppeteers

Who are the directors of the demoscene ?

Organisers

Who pay the theater where the demoscene plays ?
= who finances parties = the stage ?

Sponsors

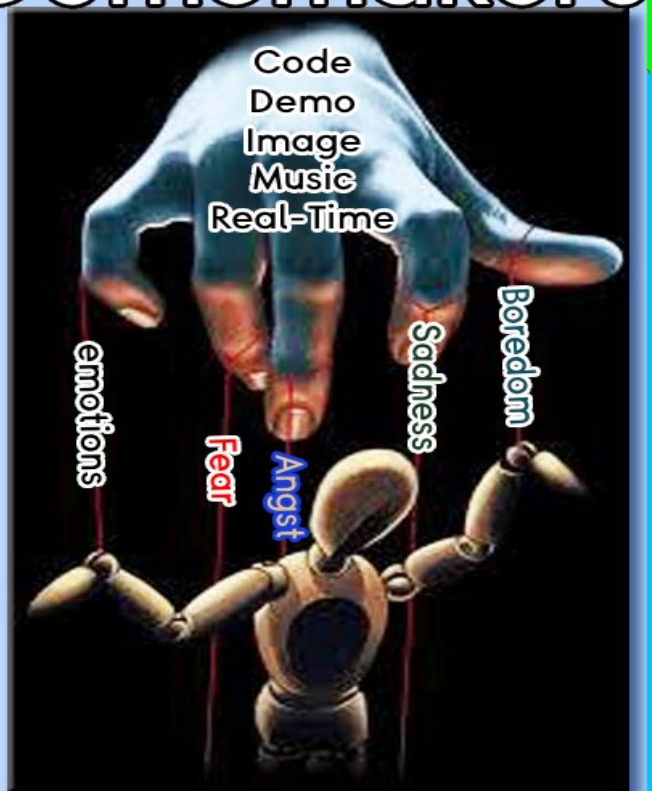
What is the Sponsors interest ?

See below.

Sponsor$

Organizers

Demomakers



## What is truly a demo ?

Demo = Drug for technical minded people / TMP
= drug to keep the ennemy of socialism dreaming.
This drug is emotional so electrical.

Make TMP manipulating each others unknown of the underlying emotional theater and by design screen addiction.

And provide for the German part of the demoscene, the way to escape guilt from their perceived WWII past.
Perceived = the one written by the psychopathic elite who organised it on every camp and countries see refs.

This is why demos are mostly abstract art as this way they don't investigate the past so don't find nor talk about it.

Instead they display meaningless 'art' which triggers them to be in a loop searching forever for a truth which is simply not there by design. There is no clear message in demos and this is by design : keep them in the confusion, like on a drug trip = escapism.

## What is the use of demos ?

Put the ennemies of socialism on sleep under hypnotic trance and rewire their psychology with BS before they wake up and grow critical thinking skills. Remove that way their freedom and properties, wipe out all sense of self interest and self security by providing a fake comfort zone instead.

I came to this conclusion after a long search which followed that path :

## Why Gleb J Albert wrote an article (A slap in the face of scene: EP views exposed) in Pain 1204 in 2004 which was:

1- a long list of arrogant lies from title to conclusion
2- mixing his lies with sociological and socialist political ideas and ideologies whereas my article had nothing of that nature?

## Who is Gleb J Albert / Dipswitch Black Maiden / Pain / Evoke?

Searching Gleb J Albert on google / yandex returns a long list of results on several pages, showing that he works in academics, slavik culture, Communism & Internationalism (politics), write books and courses on internationalism and Socialism / Communism in USSR, Marxism.

Gleb J. Albert is researcher and lecturer at the Department of History, University of Zurich. He is co-editor of The International Newsletter of Communist Studies and has published on early Soviet history, the Comintern and the international communist movement, and the history of software piracy and home computing.

His main interest is Socialism / Communism in essence combined with a very strong interest in the Cracking scene and piracy since the start of his long studies.

These 2 themes come back all the time in his research. They should be thus related one way or another. And he is also very interested in social studies.

When reading the subjects his analysis deal with, we understand they are probably interesting to a very very narrow niche of people. Translation : Gleb don't make a living selling his books. Because he don't have too : he is an academic, he has huge grants for never ending studies.

Anyway this led to a few questions :

**a/ What is the link between Socialism / Communism and the Cracking scene?**

**b/ Why Gleb J Albert is interested by the Demoscene?**

**c/ Why did he set up an association related to Real Time?**

**Fact 1:** Gleb J Albert never met me. He knows nothing about me. He read my article with a vision and mindset of an autority wanting control. When he couldn't get it, he reacted and played the victim. What the reason for that ?

He even lied about me death threatening him by pretending to ignore "breaking the balls" is an idiom in french, fact known by his fellow Andry Joos as this idiom is in use in Switzerland. Fact which can be checked in 5 secs on google image: search "casser les couilles". Note: Andry is in the organizer class and speak fluent French.

In one pouet post about me Gleb says "that way nobody listen to you anymore".
This "death threat" was the social death knell, stopping any relationships with me and others in the demoscene that is social killing which is a crime equal to bullying and coercion punished by law in both Germany and Switzerland.

**Fact 2:** Gleb has a GOAL and he created his article after careful thought and with much planning: he had a month or more to do so. And did the publishing with the full agreement and support of his fellow Andry Joos.
Both know what he did and Gleb wrote it fully aware of all the lies he put there and the emotional consequence.
He was of age when he published it (2004-1981=23 years old) same for his fellow Andry Joos (2004-1980 = 24 years).

**Fact 3:** Gleb has an extensive culture, and vocabulary, he is well versed in advanced subjects like history, geopolitics, economy, theater, and he writes while speaking 5 languages, one being French, and lives in 3 different cultures (Russian, German, Swiss) while also being well versed in American culture and language, meaning he thinks: he wrote his article in full awareness. This article wasn't an accident or an error, it was a well crafted tool and weapon for a goal: social eviction.

***Gleb art is in the mastery of speech to elicit emotions and thus controls his audience: this is politics.*** He lies through his teeth and manipulates the audience with his grandiloquence, his straw man argument, his tricks of language, playing the victim and using his culture to hide the whole act.

**Fact 4**: Gleb CV is 18 pages long and shows nowhere any knowledge or experience with programming / coding. Nowhere in the demoscene we can see him involved in anything related to coding. Cf Refs

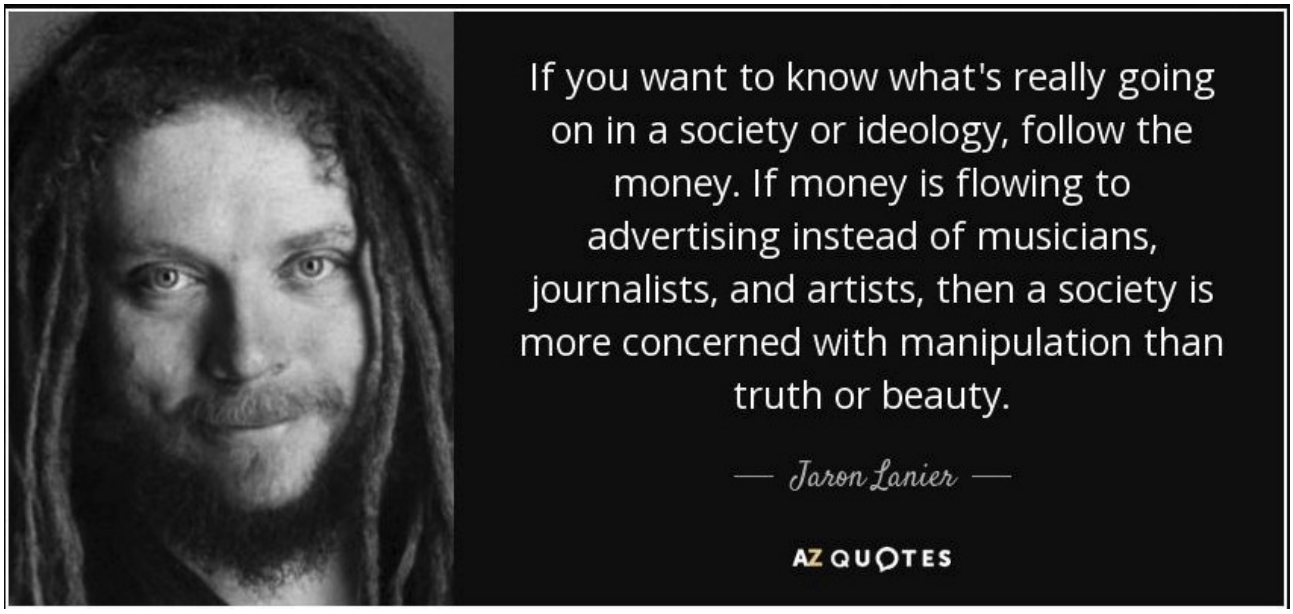
But he lectures people about technical subjects he has no clue about. For example he writes about crackers and cracking whereas he has no clue about what cracking is, technically speaking:

cracking requires to be able to read the raw assembly code of somebody else without any symbols. That's equivalent to rebuilding a jigsaw without knowing the end picture. And you can even be prevented to see how the pieces look like from the outset by disassembly protection : that’s equivalent to rebuilt the jigsaw within a smoke screen, you obviously first to stop the fire = make the piece appears as they really are. And many many other technical skills.

To overcome all those blocks you've to be knowledgeable, intelligent, wise, very skilled and experienced in understanding and writing assembly and understanding machine language at hex level / binary level. You need to be expert with tools like a debugger and disassembler. So to rebuild the inner logic of a program and be clever to bypass complex protections + mastering the operating system APIs, frameworks, filesystem, hardware, ...
Not something even 1% of demoscene coders can do.

So Gleb has an underlying motive which is not technical by writing about the cracking and crackers subject.
What could it be?

## Method to discover the truth: Follow the money.


If you want to know what's really going on in a society or ideology, follow the money. If money is flowing to advertising instead of musicians, journalists, and artists, then a society is more concerned with manipulation than truth or beauty.
— Jaron Lanier —
AZ QUOTES

**Fact 5:** Gleb is involved as party organiser of Evoke and an active contributor to scene databases / preservation projects:

*A member of the demoscene since 1997, he is co-organizer of the Evoke demoparty in Cologne/Germany and an active contributor to scene databases / preservation projects such as pouet.net, demozoo.org, and scene.org*
This is his own scene activities description.

## Method to discover the truth: see who are Gleb friends / relationships as birds of the same feather gather together

organizers and main demoscene web admin / web masters
-> the main source of information and download portals of the demoscene. Those shape the culture and perception of most sceners and demoscene consumers. They can prevent certain demos or messages to reach the demoscene audience.

So who is Gleb J. Albert?
What ideas he represents?
What are his values?
His mission?
His purpose?
His vision?
And why he lies so much?

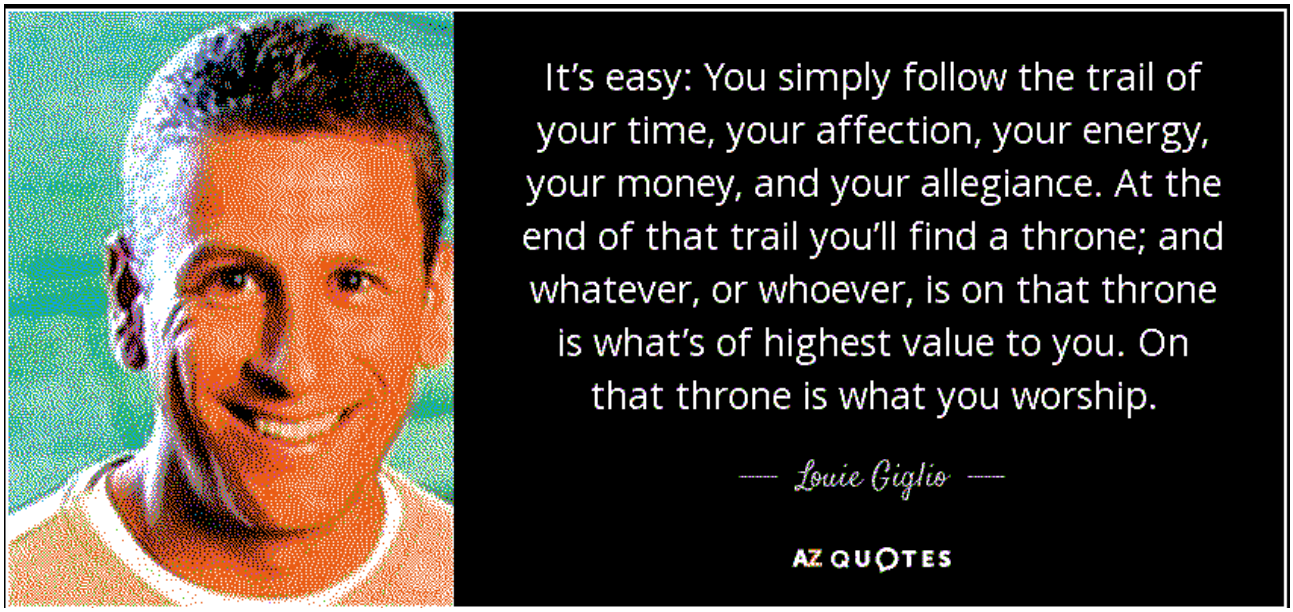
### I/ Why Gleb lies?

He don't want me to talk and don't want other sceners to listen to me.
Why? Because he is hiding something.
And I have something he don't want others to know about: true knowledge and experience about the original demoscene + debugging and cracking experience AND Critical Thinking.

## II/ What is his financial stake in the demoscene?

As a party organizer he has contact with sponsors so with money source of the demoscene.

Why sponsors are giving money to the demoscene?
Because it's an investment : video games is a $$$.
Getting many skilled people involved in video games companies for nothing or peanuts through the demoscene is GOOD BUSINESS for sponsors.


It's easy: You simply follow the trail of your time, your affection, your energy, your money, and your allegiance. At the end of that trail you'll find a throne; and whatever, or whoever, is on that throne is what's of highest value to you. On that throne is what you worship.
Louie Giglio
AZ QUOTES

**Fact 6:** behind the video game industry is the US military complex pulling the strings. Its ideology is everywhere in games.

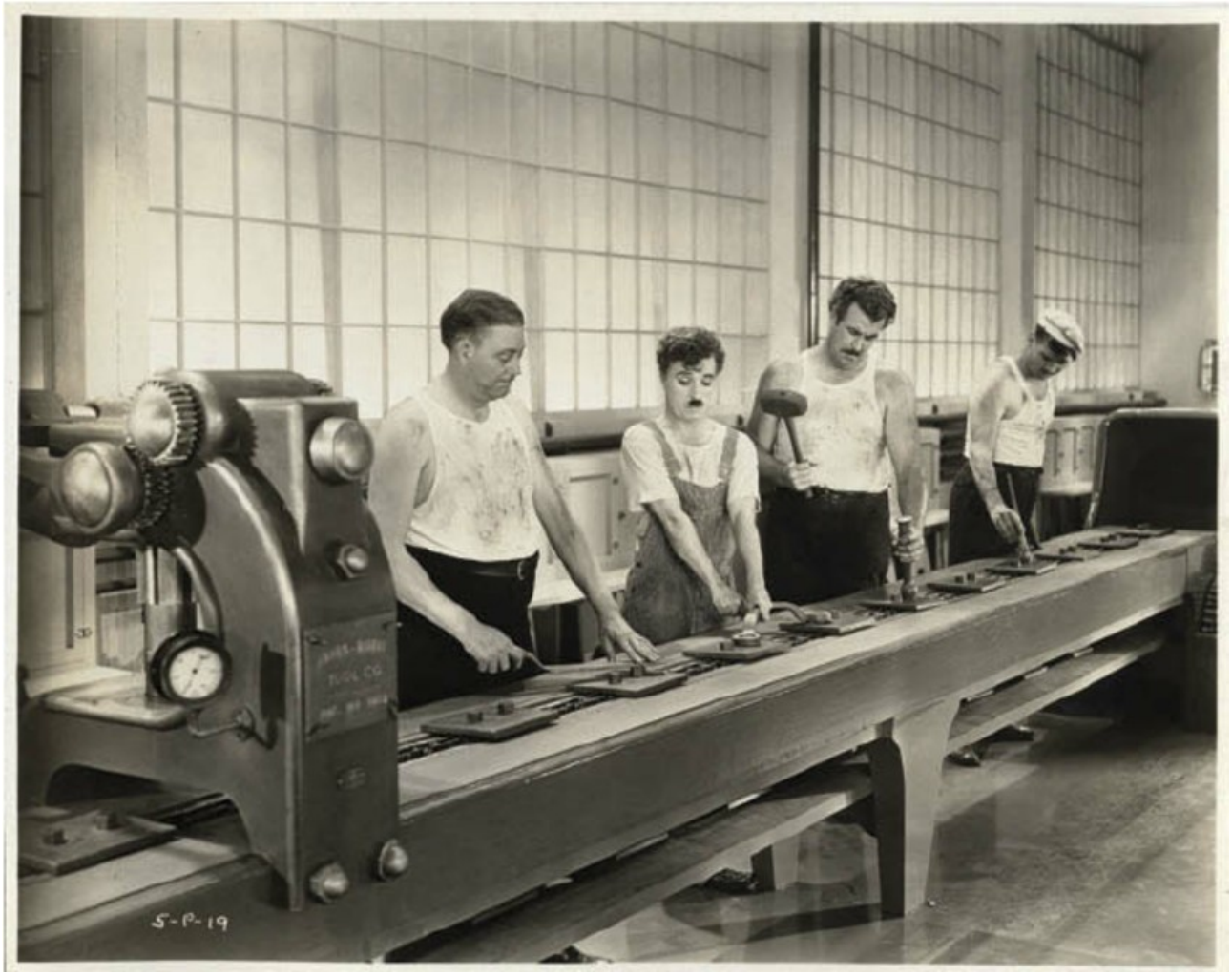
The reason is double:

a. spiritual: by pushing fake narratives, might is right and other despicable ideas and acts, it brings on low vibrations and violence in the mindset of the public (it tries hard at least). Which justify the arm races, conflicts and the race towards tyranny see UN and WEF Agenda 2030.

b. material: by pushing in the mind of gamers a nihilist, destructive, war mongering ideology, popular video games backup the wars going on in middle east and between US Russia, Russia vs Ukraine, between US and south America, US vs China, Religious Wars and the general world geopolitical scenario.

The end result of those wars is destroying other cultures than the industrial materialistic one of the west. Once a foreign country is materially destroyed like Irak / Palestine, it's rebuilt from scratch the american industrial way. This includes with a new 'culture' with big shows and entertainment: panem circuses, bread and games. And lots of technology.

The demoscene by releasing demos with war, destruction, violent or entertaining themes is simply seeding this ideology in future game programmers / artists and the public. If demos are instead made of abstract art, they bring confusion so hide the reality of the world. In any case demos bring passivity by sticking people on a chair.




When has the demoscene be alternative ? NEVER : it was on TV back in the 90's and computer culture was all over europe, US and japan / russia / china back in the 80s through schools. So anything computer related was mainstream and still is. The demoscene like the rest of the maintream system is industrialized, organised in a hierarchical way. See refs

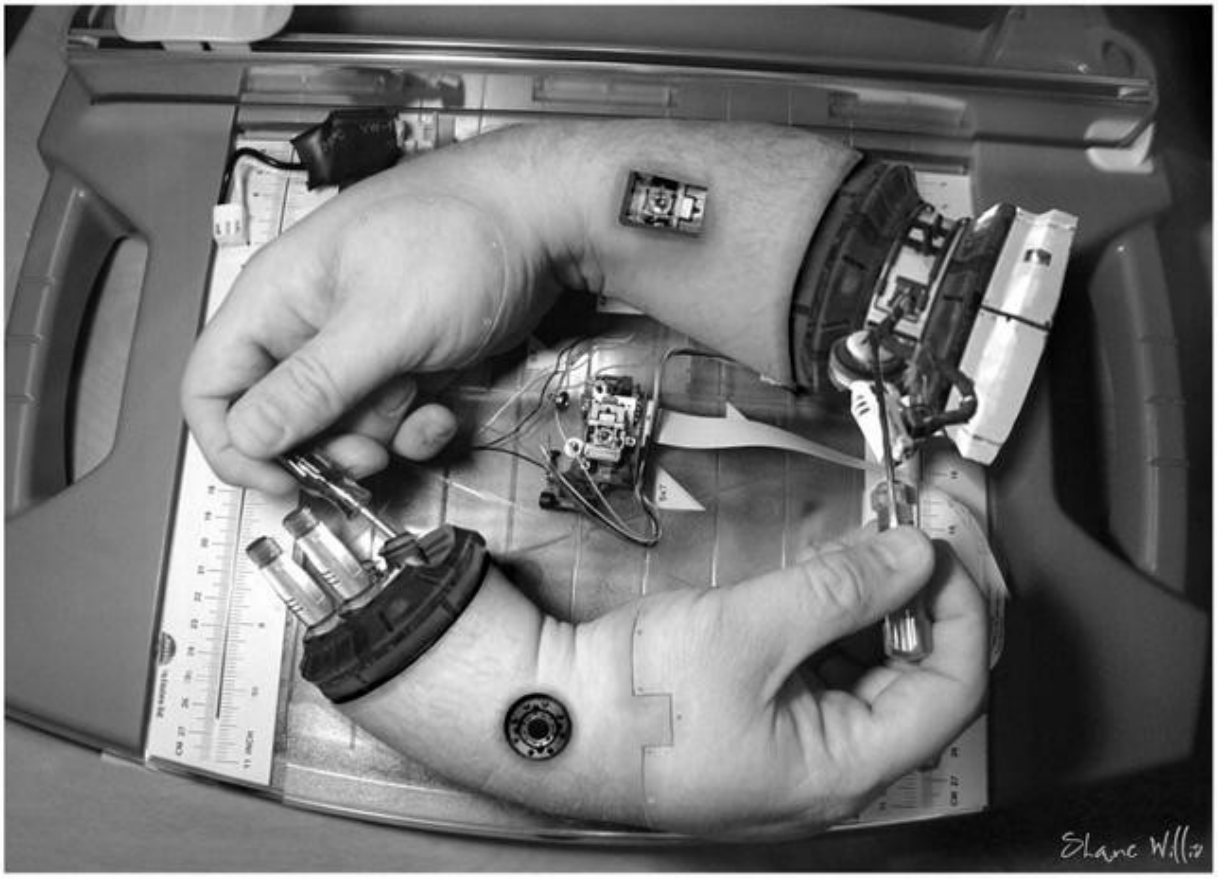
**Fact 7:** the demoscene is a bootcamp and a breeding ground to grow and raise future and present game coders and artists who train on their time, at their risk and on their own money for one of the biggest business out there: the Entertainment complex in which video games weights 455 billion U.S. dollars in 2024. That's bullion = 1000 millions...

This complex works on the basis that when masses are entertained they don't think that much about what truly matters to them.
Panem et Circenses -> —Juvenal, Satire 10.77–81
// there is 3 billions video games players worldwide
= 3 billions dreamers / thumbs tweedlers FYI
Result: masses stay disorganised, silent and quiet, running in loop, meaning are not a threat to the oligarchs:
slaves on one side / masters on the others.

**If you don't master your thoughts,**
**somebody else does for his own purpose**

**III/ Proof Gleb is lying:**
All his studies are about Communism because he wants it applied worldwide : the world 'revolution'. His vocabulary shows he has a dominant view of the playground the scene is. For him real-time is bread winner mystique but his eyes are on the prize → bringing world revolution via Technocracy.

In his article, there are few words which catch the attention:
the term "Technocrats" strike me as it's very unusual in a demoscene context.



*Technocrat definition: an exponent or advocate of technocracy.*
*Technocracy is a form of government in which the decision-makers are selected based on their expertise in a given area of responsibility, particularly with regard to scientific or technical knowledge.*
*Technocracy factual history is exposed here: Trust Us | The Rise of American Technocracy*

As the Covid plandemic era shown BIG TECH is composed of Technocrats which are also globalists.
They are not for true science, nor truth:
they are for scientism and for censorship
= what keeps them in control.

But there is a far bigger story which is related to Communism / Socialism: Gleb is a devoted Communist with at least 28 years of involvement and has an agenda to push forward his ideology which brings uniformity, compliance and obedience to masses
= control + power.

‘Mr’ Gleb J Albert, don’t like people with logic, because he has one which is subversion and exploitation. So he don’t want people to speak about money in the demoscene and he don’t want them to speak about politics. Because he exploits people, that’s what his position in the demoscene enables him to. He don’t want people who question.

**Tell me what you read at night and I’ll tell you how you think :**

I got clued about his agenda by his Resume, his studies and the heavy socialist political bias and the use of Marx and Engels philosophical quotes and themes in his article. They point to his readings, studies, philosophy and thus of his deep thoughts and beliefs then his action plan.

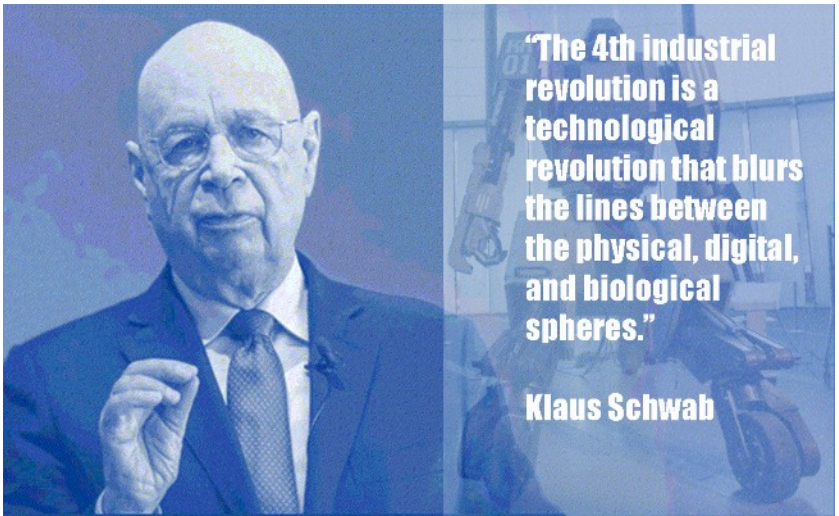
And show his true vision for what the demoscene has been since its inception: a controlled opposition to a boring school system which ultimately give back control to the oligarchs who run both School and Video Game industries. This was in place since the 80s at least. See UNESCO references for the computers in schools plan.

That's Marxism applied: I talk about **applied marxism**, not theorical marxism. Politics is all about lying, lying, lying to hide the truth. It’s like obfuscation in computer security : lots of bull and complexity to hide what’s really done.

Applied marxism is a system of control disguised as a freedom from money powers discourse. Marxism is label sticking / tagging, it isolates in categories, imposes normalized dress and vocabulary (living norms + division) all over people to keep them divided in small units who don't have a clue of each other.

Gulags, Nazi concentration camps, MAO reeducation camps are the physical version of the divide and conquer by concepts and cultures / social classes : when people see through the BS they start to organize and that’s what Marxism is there to prevent.

Thus the demoscene with various computers each having its own culture, its own stars, its own tools, its own hardware, its own software and its own demoscene subculture. All working often unaware of each others towards the ultimate goal of Technocracy: the fusion of computers with human beings see the 4th industrial revolution by Klaus Schwab.


“The 4th industrial revolution is a technological revolution that blurs the lines between the physical, digital, and biological spheres.”
Klaus Schwab

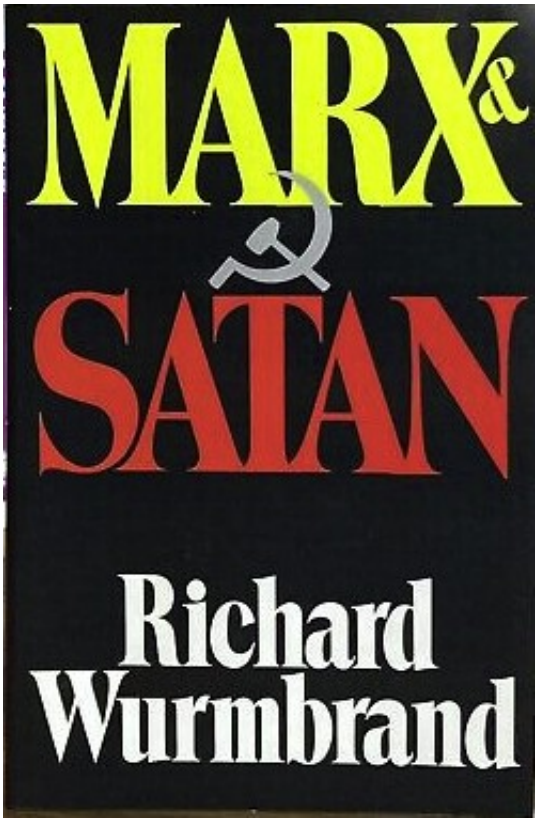
-> this explains the hive mind pouet woke mentality (effect of centralization of thought and demo distribution channel because this enables full censorship, peer pressure, groupthink, ...), the 'my penis is bigger than yours' demoscene mindset and general shallowness as explained in the shallows by Nicholas Carr.

This is all planned and designed by Gleb J Albert / Marx for his fellows central bankers who pull the strings behind the demoscene / mass media smoke screen.

Marx was a Satanist and has links with big finance so was smooth talking the workers / slaves while living off them being paid by big money from workers slave exploitation: very probably like Gleb J Albert hence the need of an association. Why requiring an association for an informal movement ?

Marx was a politician and manipulator see

-> Marx and Satan By Richard Wurmbrand
-> Marx and Big Finance

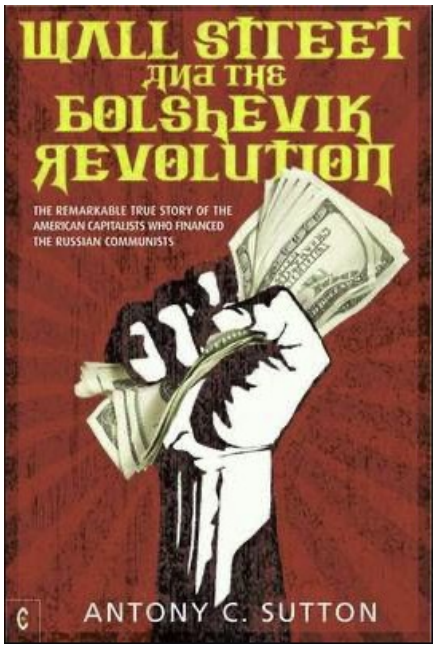


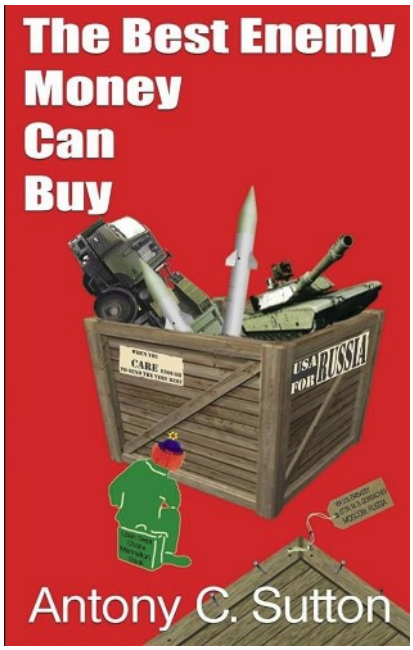
**It seems there is a link between BIG TECH, Socialism / Communism, Computers, the Demoscene and Technocracy. What is it?**

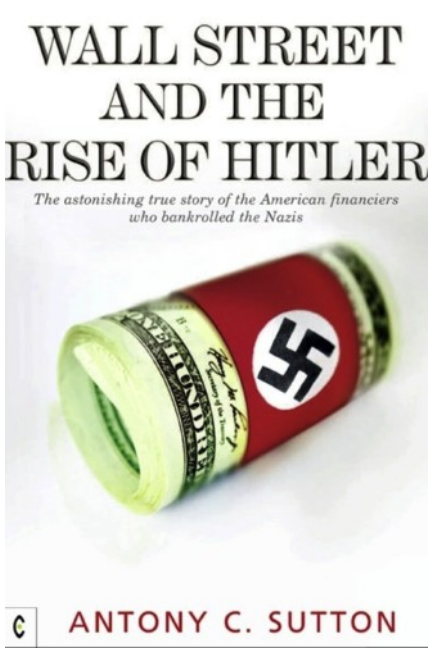
BIG TECH feeds on the Computers market. And the computer market with billions units used worldwide feeds the Technocracy: bureaucrats from civil servants bureau and office jobs and 3 billions gamers turnt into BIG TECH servants. Socialism and Communism are feeding on Technocracy thus need 'experts' to sustain their hierarchy of power: demomakers, video game coders and the whole hypnotism based entertainment complex.

The financial link is exposed by the findings of Anthony Cyril Sutton in the books « Wall Street and the Bolchevik Revolution » , « The best ennemy money can buy », « Wall street and the rise of Hitler ». BIG Capitalists have always sponsored and financed Nazis, Communist regimes so are supporting the 'opposite' camps / the ennemy (according to their own mass media representation). All that is given with records of the wire transfers from big money moguls to the ‘baddies’.

SEE NEXT PAGE



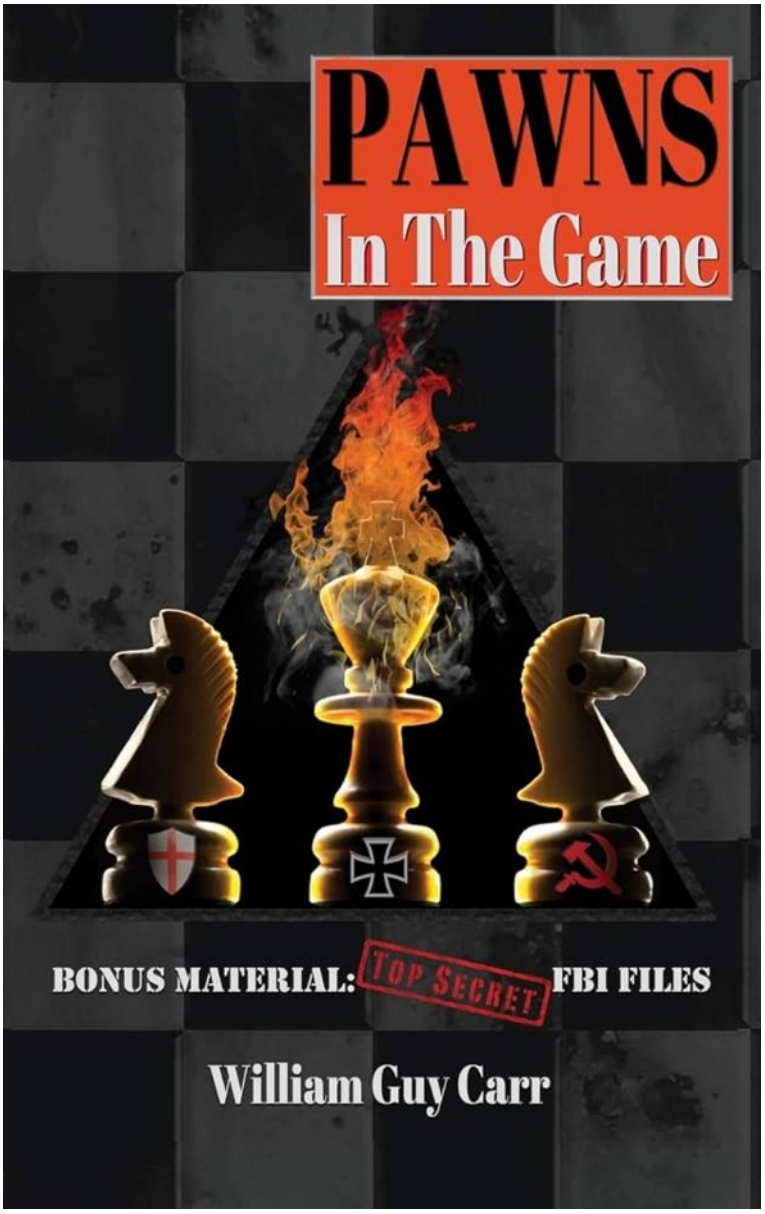


WALL STREET
AND THE
RISE OF HITLER
The astonishing true story of the American financiers who bankrolled the Nazis
ANTONY C. SUTTON

Why? Because Central Bankers and Big Industrialists don't want competition so want countries to become communist / socialist. Once everything is State owned prevention of any competition to appear which could overthrow their monopolies is achieved : closed market = full control.

Monopolies are like Empires: they feed on the competition by absorbing it through fusions then prevent them to manifest innovation keeping the status quo.

SEE NEXT PAGE

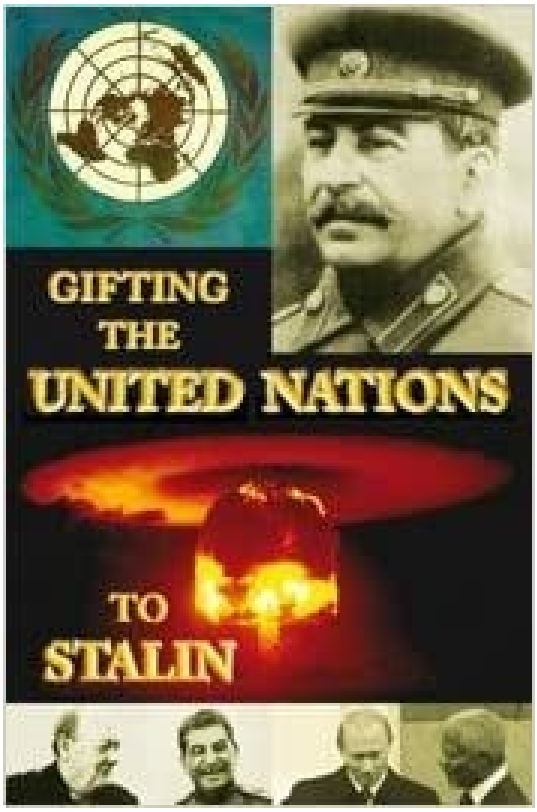
Another book which explains in depth how Communism has been created is "Pawns in the Game" by William Guy Carr:




*The Creation of Communism*
*In 1829, the Illuminati held a meeting in New York which was addressed by a*
*British Illuminist named Wright. Those in attendance were informed that the*
*Illuminati intended to unite the Nihilist and Atheist groups with all other subversive*
*organizations into an international organization to be known as Communism.*

*This destructive force was to be used to enable the Illuminati to foment future wars and revolutions. Clinton Roosevelt (a direct ancestor of F.D.R.) Horace Greeley, and*
*Chas. Dana were appointed a committee to raise funds for this new venture. The*
*fund they raised financed Karl Marx and Engels when they wrote "Das Capital" and*
*"The Communist Manifesto" in Soho, England.*
*pages 7 and 8*

Another book which shows that BIG MONEY which is behind BIG TECH has been involved under massive historical event like the raise to power of Stalin is "Gifting The United Nations To Stalin". BIG MONEY is for example The Rothschilds.




Another keywords Gleb used is "psychopath", a never used before word in a demoscene context.

*What is a psychopath? A person affected by psychopathy.*
*What is psychopathy? Psychopathy, or psychopathic personality, is a personality construct characterized by impaired empathy and remorse, in combination with traits of boldness, disinhibition, and egocentrism.*
*These traits are often masked by superficial charm and immunity to stress, which create an outward appearance of apparent normalcy.*

What are examples of psychopaths?
Stalin, Hitler, MAO but also Bill Gates, and World Economic Forum leaders including Zuckerberg, Bezos, founder Klaus Schwab. Of course Central Bankers too see the movie Money Masters. Those who own industrial monopolies in the world economy.
All those psychopath globalists want one world, like like, hum, let's see communists!!!
Far right works hand in hand with Far left...

I'd say that some sceners are psychopaths too expecially organizers and those with an ego bigger than the room:

# MAKE A PURGE

## IV/ WHY GLEB IS SO FOCUSED ON CRACKERS? WHAT'S THE BEEF ABOUT CRACKERS THAT HE WANTS TO DEAL WITH IN HIS BOOKS?

**Fact 8:** crackers breakfast meal and dinner is reverse engineering which requires to think straight and call a spade a spade.

Said differently crackers deal with TRUTH
and finding the TRUTH.

Thus they are LOGICAL. They are EMPIRICAL. They analyse. They test. They understand. They find solutions. They see. They have a 360º view. They are wise.

Socialism / Communism don't want TRUTHSEEKERS.
They don't want LOGICAL people:
they feed on lies and illogism to keep the exploitation of masses going on. For that News is Propaganda in Socialist countries : confuse thoughts and minds with HUGE lies (climate change from CO2, scarcity, scientism, equality, LGBT, fake ecology, ...).

*In that sense crackers are the ennemy of Socialism.*
So by rewritting the history of the crackers scene, Gleb prevents the truth to get out and thus enables the conditions for Socialism to progress with new generations. He acts like a rootkit taking control of the thinking system of those interested by cracking and those who listen to him in the Demoscene.

So the link is there : people, politics, crackers politics ideology and their relation with communism / socialism.

###Gleb J Albert worse nightmare is that crackers wake up and wake up their millions audience by making them critical thinkers hence his censorship agenda regarding any truth.

A scene mindset moving to get facts and true history and practical advice to be sovereign would prevent him sleeping!!!

Same for people having sane spirituality, clear mind, excellent health and critical thinking. Same for independent people having their own means of living, food, house, education, alternative medicine and weapons###

History parenthesis : in the 80/90s, reverse Engineering / disassembling was the way you grow your knowledge and know how fast, by understanding the logic and the routines of others. In the old days of the scene back in 1993 and before, you could simply disassemble a demo or a game to understand the inner logic.

Reverse engineering is just the natural way you understand how things work. There was a lot of routines ripping done simply for optimization sake and also stealing.

Because the root of the scene is crackers. And crackers disassemble, understand, hack, reassemble, that's their game. Today we call that reverse engineering and hacking.

There was in fact many different rips outside code : copies of graphics art from Hard Rock disc like in Interference Sanity demo, copy of music style like in Desert Dream by Kefrens, samples ripped like from the We Shave the Ass by Razor 1911 demo ripping The Killing floor samples from Jimmy Hendrix. Flash demos on the Amiga ripping dance music samples, Hypnotic hammer techno demo with rip from Attack! · ZHARK Frühwerke 1983-1988 ℗ Black Montanas. The demoscene was recycling constantly material from elsewhere.

There was even recycling between demos with programs to rip music and graphics called rippers. Like on the Amiga Pro-Wizard, Chip Mem Saver, Datel Action Replay MK-III, Exotic Ripper or just simply a monitor or a disassembler to rip the hard way ressources. A lot of recycling was going on in cracktros : on the Atari ST many chiptunes in cracktros are ripped from games like Jochen Hippel tunes.

Lots of material, styles, ideas where copied, subverted, and used from the commercial world to the demo world in a different way or not.

This alteration of main pop culture art into the demoscene is typically what communism is about : making erzats of the main culture to make it so bad the main culture collapses so people ask for something different : what the communist dictators brings as « the welcomed change ». That kind of ideas and revelation is not what Gleb-J-Albert like because it decrypts his Communist agenda.

## And what technic Gleb J Albert used to silence me?

The communist method: smear campaign, name calling, throwing mud at me, the "me" he created with words because I repeat: I never met Gleb, he don't know me.

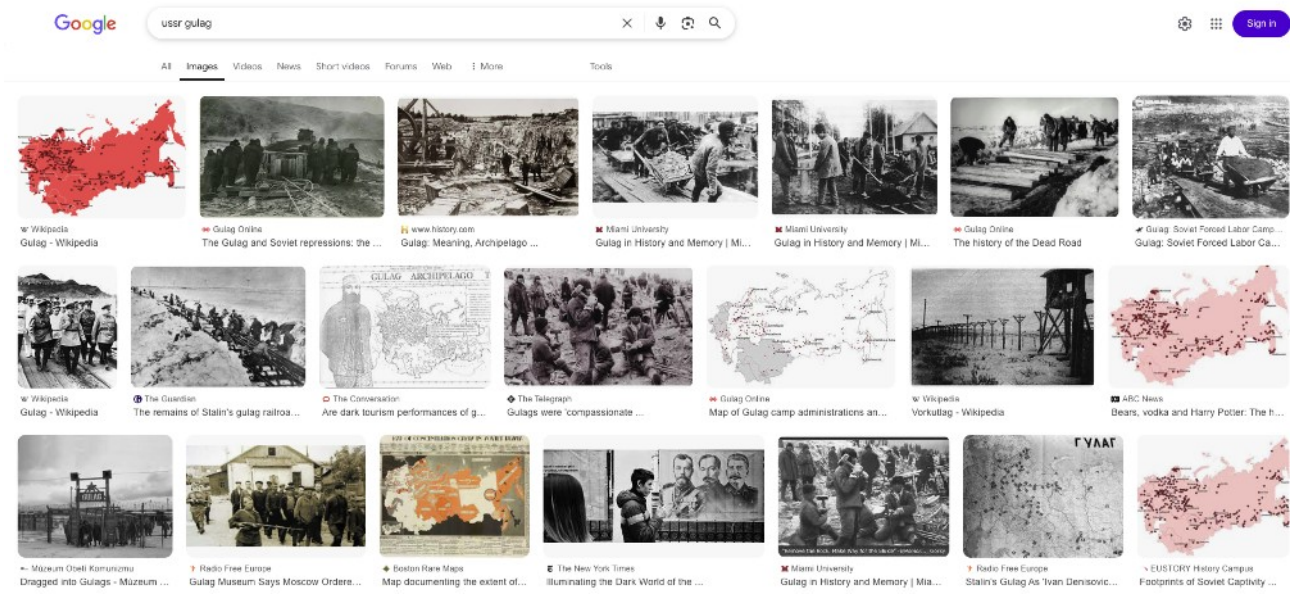
So what is the technic of Gleb J Albert concretely? Simple: he accused me of everything he is. What he is? A traitor because he uses the demoscene as a platform and a tool for his ideological warfare to convert the west to Technocracy. And the demoscene has been created for that from the start : digital is all about subversion.

His audience being exactly those who can change the reality so it don't become the socialist nightmare which already happened in USSR, Eastern Germany, Eastern Europe including Poland, Austria and Hungary. And happens in France since at least the 70s.

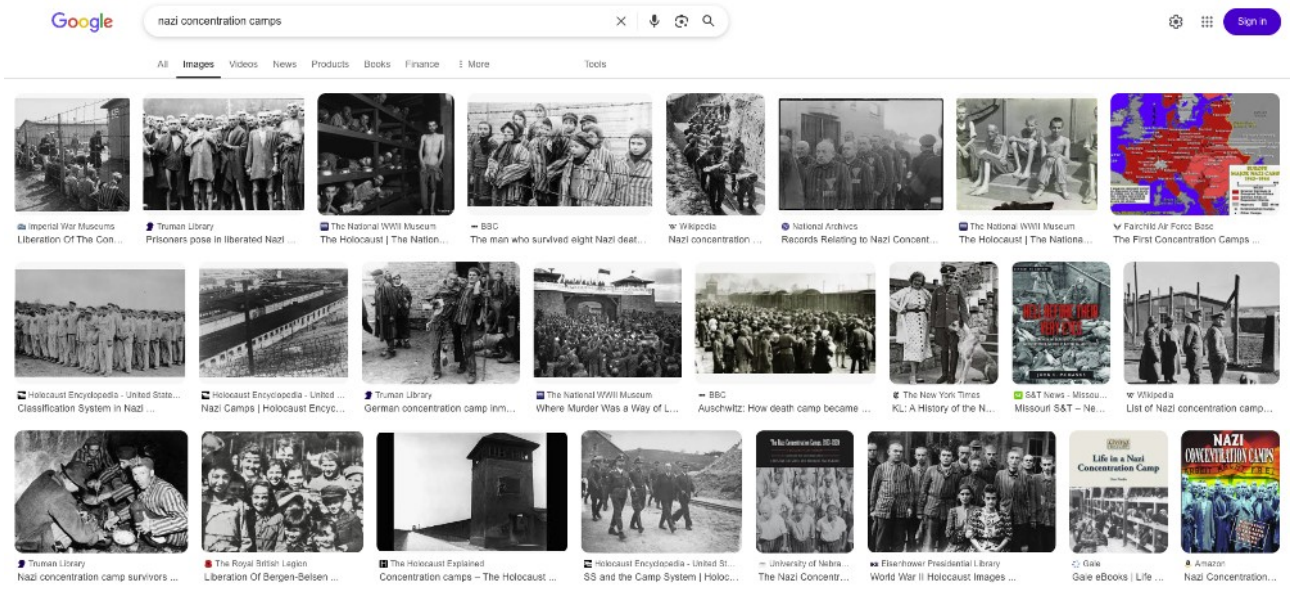
Gleb slapped me with various baseless attacks which are all directed at keeping the flow of information unidirectional from Pouet, Scene.org, demozoo and other sites or plateforms like pain diskmag. So full control of what is said, by who and to who. Andry Joos helped him doing so. Same for the whole organizers and web host team: Analog / Laurent Raufaste + Scamp / Simon Kissel,

Now you may think, but **what is Socialism in real life? How does it materialize?**
Don't know what socialism look like? Watch these videos from refugees of North Korea and watch Yuri Bezmenov videos. This will be time well spent to further your instruction and wisdom. see refs

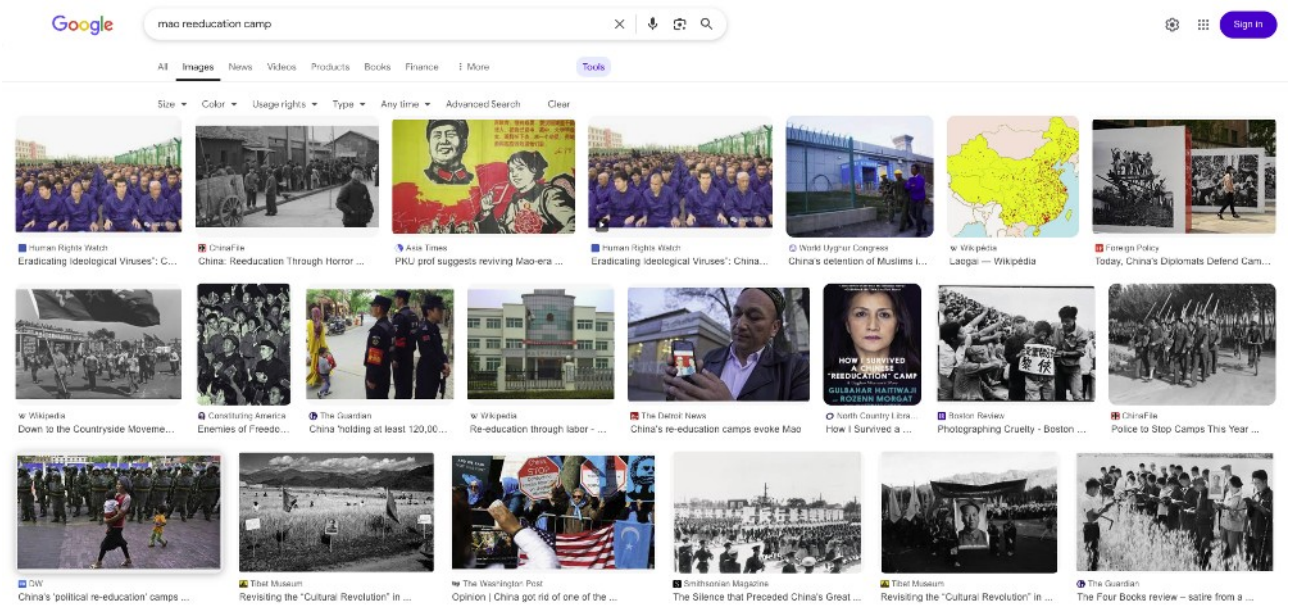
Ex1 : USSR Gulags, see the red dots, there are plenty because not that many in the socialist ‘paradise’ were happy nor compliant with its ‘ideals’ (owning nothing, being nothing = no freedom)




Ex2 : Nazi Concentration Camps : smells like Gulags because well dictators have dictators ways...



Ex3 : Mao Reeducation camps : you know the drill by now




## Demoscene and communism?
## « Seeing a link there is far fetched »

Not really. If you want to impose an ideology (Communism / Socialism / Technocracy / put your label on slavery) to a whole list of countries at the same time (European Union + US = 1340 millions at least) you need a method and tools. That way you can write the Marxist Leninist ideology within masses consciousness fast and continuously because freedom wants to reappear all the time.

Remember the DemoScene is mainly European. And Europe have lost WWII, with winners being the psychopaths who organize it.

The main winners camps where officialy the USA and USSR. The unofficial winners behind the veil where the big bankers pulling the strings behind the political farce and war theater. They are owning big industries like the entertainment complex including surprise surprise the video games industry and the hardware makers of computers / consoles.

So the demoscene is used by something which spans both the US powers and Russian powers, and China too as the electronic hardware is mainly built there. Who is behind all ? the World Economic Forum + FED + BCE + ... see refs

## So how is the ideology multiplication done?

Perception framing is traditionally done through religions: a god, a story, an ennemy, a book with the story for each believer to follow by the word, and a church with a hierarchy of power to keep the belief high with punishments for those who see through the cracks.

## And nowadays how is the ideology spread?

After the Bible as a propaganda tool, the newspapers and other books took over so the powers in charge (Rockfeller) centralized the newspapers and write the school books and the programs.

Then radio appeared bringing lazyness to read to take over the minds of the audience and sold them a new drug called entertainment like football or talk shows over the airwaves.

Then TV took over radio keeping the masses paralized while they got programmed by the programs hence their name.

Then computers appeared with games. Consoles also appeared. All stealing more and more time preventing studying and growing awareness outside.

Then internet appeared with more and more entertainment.

Video games became networked leading to more and more collectivism because people copy behavior instead of being themselves : they become part of a ‘community’ separated and in their room instead of having face to face interaction. And the servers delivering the drug get centralised. And they comply to more and more rules, more and more living norms.

Thus the need to read more and more alternative paper books to grow an alternative mindset. And get in silence, alone, disconnected to think by yourself. Also work on a piece of paper on your goals and doing exercises like maths to keep the brain sharp. And check the facts by yourself through direct experience and alternative research + logic.

Now let's talk about the main argument of Gleb article :

**Real Time = the socialist mystic for the demoscene**
(like 'green' electricity for the ecologists,
or nationalism for the nationalists
or power to the women for the feminists,
or ...) = the carrot / the savior / the 'good'

Gleb sells to the sceners and demomakers the mystic called Real Time as the main pillar of the scene religion.

Real Time = video games engine or games 'life' force
=> Real Time requires trained forces for the US military industrial complex, working as advertisers of the military ideology in video games. Those trained forces are free trained demomakers.

**Real Time = what keeps demomakers and gamers in the hypnotic loop**

Gleb don't want animation because it's not sellable to the video games industry. He wants to sell coders, artists, not animators, that's what his collectivist ideology ask for = the same ideology of BIG TECH, the guys who censored all the Covid PLANdemic which turned 5.5 billions people in iOB (internet Of Body) devices see refs.

And animation / video (real time screen and audio capture on Windows like Capturinha / Fraps = what I wanted) of demos enable to rewind, pause, fast forward, see what's actually displayed there : meaningless abstract art financed by CIA = no political opposition message, military violence and destruction message, violence, distorted perception, fear, and negative emotions only. Animation / youtube videos, enable to comment, see what a demo really is from a critical thinker view.

And what critical thinkers see on the demoscene? Trends, fashions, all the time the same effects over a certain period, a recycling / copy of ideas from groups with logos, bold language about who has the biggest member and lots of confusing effects which put the eyes out of track like thousands dots in every direction, lots of shinny shaders, an erzats of reality which becomes more and more digital and more and more screen based, pictures made by unbalanced artists done right after an alcoolic coma, corrupted minds expressing themselves, chaos, booze, dope, bad taste, electronic music with low vibration, and all the time the same topics (ducks, tea cups, arcade, war, buildings, abstract art : common denominator = no meaning, demoscene not going anywhere)...

Similar to the real time of billions is office jobs where they are trying to get the job done daily through many procedures and many operations through computers and devices. They spend their time entering passwords, or identifying with finger print or face photos, SMS codes, email codes, ... And they live concretely in a dictatorshop called bureaucracy.

Ask people who work in an office and ask them about the times they spend identifying everyday. And they spend their time interacting with machines meaning they turn into machines themselves which was the point of putting computers in every schools starting the 80s.

Demos ? When the creative spirit was willing to emerge and that schools taught the youngs that the way is digital, some creatives simply started to work on computers instead of a piece of paper or a theater or a painting canvas, or …

I remember vividly my teacher in 1985 showing to the whole class on the TO7/70 in nanoreseau / a network of TO machines connected to a central PC, a real time animation of birds made in logo he programmed. And I saw many videos showing the same kind of programming occuring all over europe in the 80s see refs.

SEE NEXT PAGE

Who produce the demos ? What is their behavior ? What the state of their microbiome (the bacteria in the gut producing neurotransmitters = how good / bad you think) = what they eat ?

On Slengpung, we can see that there is thousands people photographed in a state of bad sleep and surrounded by Cola, Beer, Junk Food, in that environment, you can't think clearly. This has been going on for 20 years at least.

Thus those guys are not at all an elite, more a list of degenerated people with lots of free wasted time and energy. The ideal troupers for making video games : work work work, don't think for themselves, sharp as a spoon, don't analyse, just grind, grind, grind. Skills not culture. Work not thought = what Rockfeller looks for.

Fed with junk 'food' like pizza, burgers, hot dog, pasta, beer, white rice, fried chicken, enters perfectly this paradigm too: a very limited range of stimulations through taste means a limited range of options in your mind. This creates boredom and limited view.

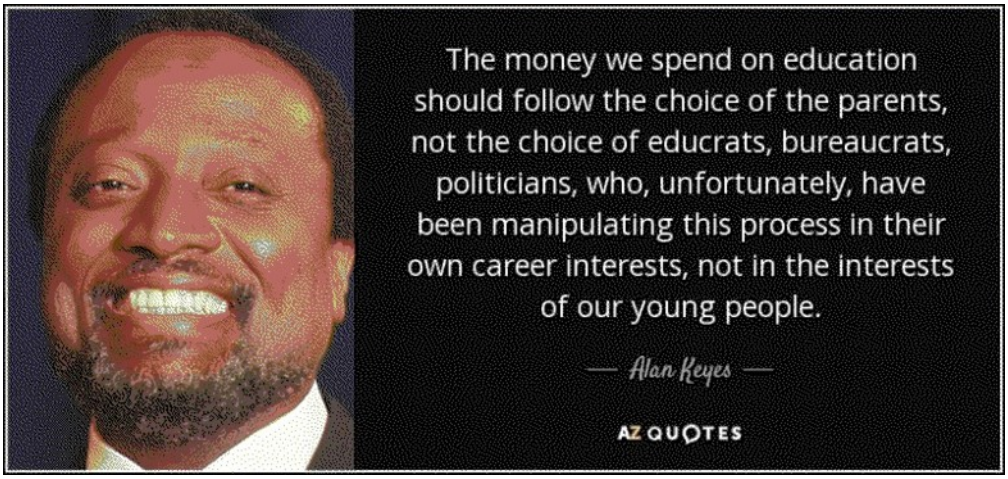
Same with electronic music being very limited in tonal range and harmonics. This train the ear to be limited and thus not looking for something else.

All that "culture" is there like in a sect to keep sceners in a box. That's perception limitation and deception. Even a label like being a "demomaker" is a jail because it creates perceived limits. You are inb fact limiteless : your body is not your limit, your imagination is and it's boundless.

**Why 'sceners' on Pouet / Slengpung are illiterate / accultured?**

Because the education system, the mass media, video games, la société du spectacle / the society of the spectacle / show business and their lack of curiosity and focus lead them to that point.
I've hardly seen people asking questions there because they don't have enough mind for that.

Their mindset and lack of thoughts is an implication of the social engineering going on for decades : that's culture = cultivated mindset / thoughts like vegetables are cultivated or animals are raised.


The money we spend on education should follow the choice of the parents, not the choice of educrats, bureaucrats, politicians, who, unfortunately, have been manipulating this process in their own career interests, not in the interests of our young people.
— Alan Keyes —
AZ QUOTES

**Let’s see a few top sceners to check their personality**

1- KB / Tammo Hinrichs

**Ideas :** Nihilism (killer loop, shoot them up, turrican clone, doom clone), Goth, all black dressed, negativity about humanity in general, black and white vision → WWII Japan bombings not understanding the difference between nuke types (Little Boy / Fat Man developped by J. Robert Oppenheimer not by Edward Teller whose bomb has never been used at war) blaming the wrong guy following mass propaganda.

Open to questionning and other perspectives but don’t invest too much time on researching before jumping to conclusions and acting on them, rather shallow and lack good judgement due to emotion overload.

**Quotes :** I was fed up with basic school, and humanity in general. Yeah, even back then. I’m just a cog in the machine. all the time we're taking part in a perpetual artistic dick-size contest.

**Feelings :** boredom, fear of inadequacy, anger : jump to the roof when certain subjects are put to the fore like when using certain keywords (Nazi, H bombings) / hyper sensitive with emotion levels reaching saturation clearly clogging his analytical sense. Has not understood why other guys in school have bullied him : it’s all about sex and those guys saw him as a rival for the girls.

**Addiction :** Tea (fluoride), computers (lack of sleep, eyes are showing tiredness, consciousness filled with ersatz graphics and sounds leading to an altered vision of reality : under hypnotic trance), sweets (high glucose and cortisol roller coster), dopamine addicted : live by night fed with blue light and EMF from computers while beeing like moth to flame with screens light, beer, tobacco, alcool

**Contradictions :** Fun of who is the boss in the demoscene as it don’t matter due to the internet BUT «The Elitehaus is a thing that we came up when we did the whole Elitegroup thing and seriously needed to work on a few killer productions to show the scene who is the boss » + you know you’re elite when you can’t fall asleep because your demo is finally better than reality

→ want to be loved so work hard and harder for recognition while not loving reality thus escape through the 3D erzats demos are. Why ? Because he surely has a paradigm = set of habits including consciousness voice telling him that the other humans are bad. They are just programmed by the mass media which have molded their paradigm through repetition and emotional rewiring / pavlovian conditionning by bypassing any critical barrier through lights coming from the TV altering circadian rythm by stimulating the pineal gland responsible for detecting time to sleep with low light outside.

**Self ID :** love to be seen and to be loved

Very often dressed in uniform black like many germans : wants to be different but to fit in nevertheless.

**Interests :** C64, PC, Goth, music making, video games coding, code, party organizing. Social personality even if he said the opposite.

**Constant thoughts / Paradigm :** Am I a Nazi ? Will they love me ? Those ‘normal’guys bore me to death.
**REALITY :** he is not a Nazi. He just need to get his facts straight and do proper research by experiencing things first hand, reading independent books and thinkers see refs. Broaden your perspective. It’s all about the JOYSTICK.

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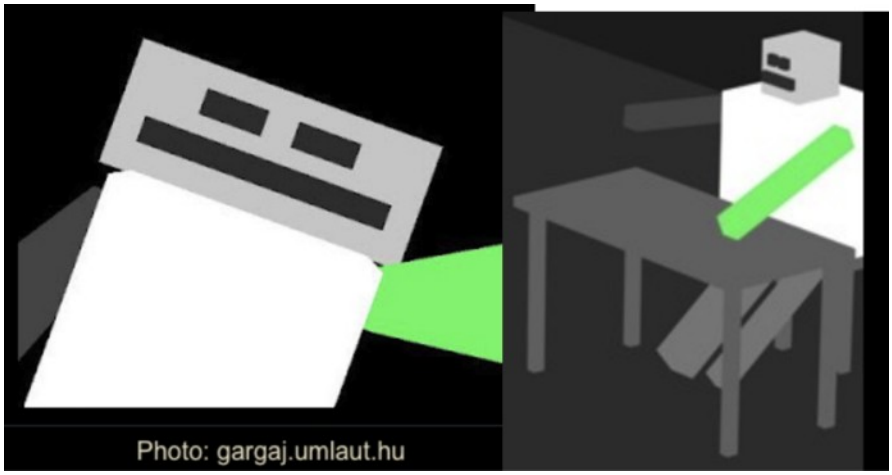
# WHO HAS THE BIGGEST JOYSTICK, TAMMO?

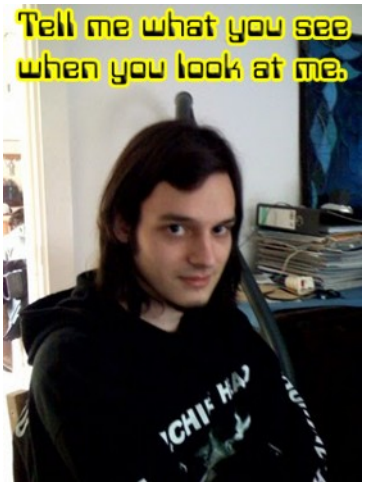
**2-** Gargaj /Gergely Szelei = Mr No Life
https://www.pouet.net/user.php?who=1007
**Ideas :** a true technocrat, bureaucrat
**Quotes :** «*My name is Gargaj*, and **I've been sitting in front of the computer pretty much my entire life**, and occasionally some of the things I do with it surprise me »

*I'm just a tiny sound-emissive code **automaton** from the brighter side of Eastern Europe. I was determined to live up to whatever **the standard** was at the time. I was in such a **machine-like state** getting all the pieces to fit*

**Feelings :** Fear of inadequacy, wants to be fitting the top level and follow the 'tradition'

**Self ID :**

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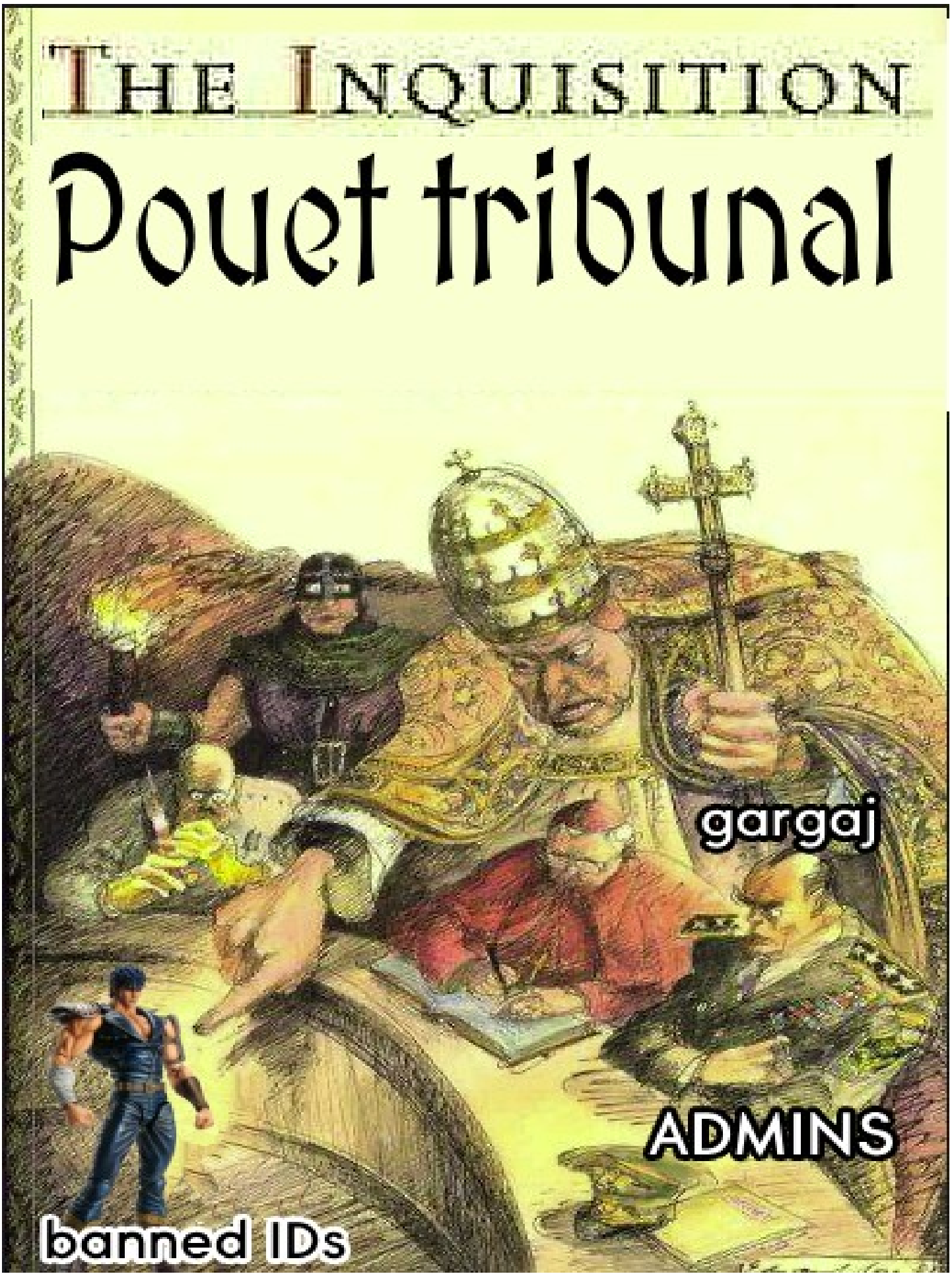



To be fair with all the mad activities on pouet, there couldn’t be too many other options but look on the pouet section for ideas.

**Interests :** coding, control, leader of the Inquisition on pouet. He is the controller in the mind hive pouet through censorship.

**REALITY :**

| |
|---|
| United Devices contribution 98 glöps |
| logos added 0 x 20 = 0 glöps - downvoted logos don't get glöps [show] |
| prods added 290 x 2 = 580 glöps [show] |
| groups added 47 glöps [show] |
| parties added 11 glöps [show] |
| screenshots added 435 glöps [show] |
| nfos added 376 glöps [show] |
| comments 5482 glöps [demoblog] [other stats] |
| oneliners posted 4228 oneliners [show] |
| bbs topics opened 31 topics [show] |
| bbs posts 12305 posts [show] |
| lists 1 lists [show] |

Don't question anything. Live in a comfort zone of certainty : everything is alright as I'm getting high rankings. Should buy a watch and compute all the time he has invested in the scene and for what outcome. Live in a bubble.

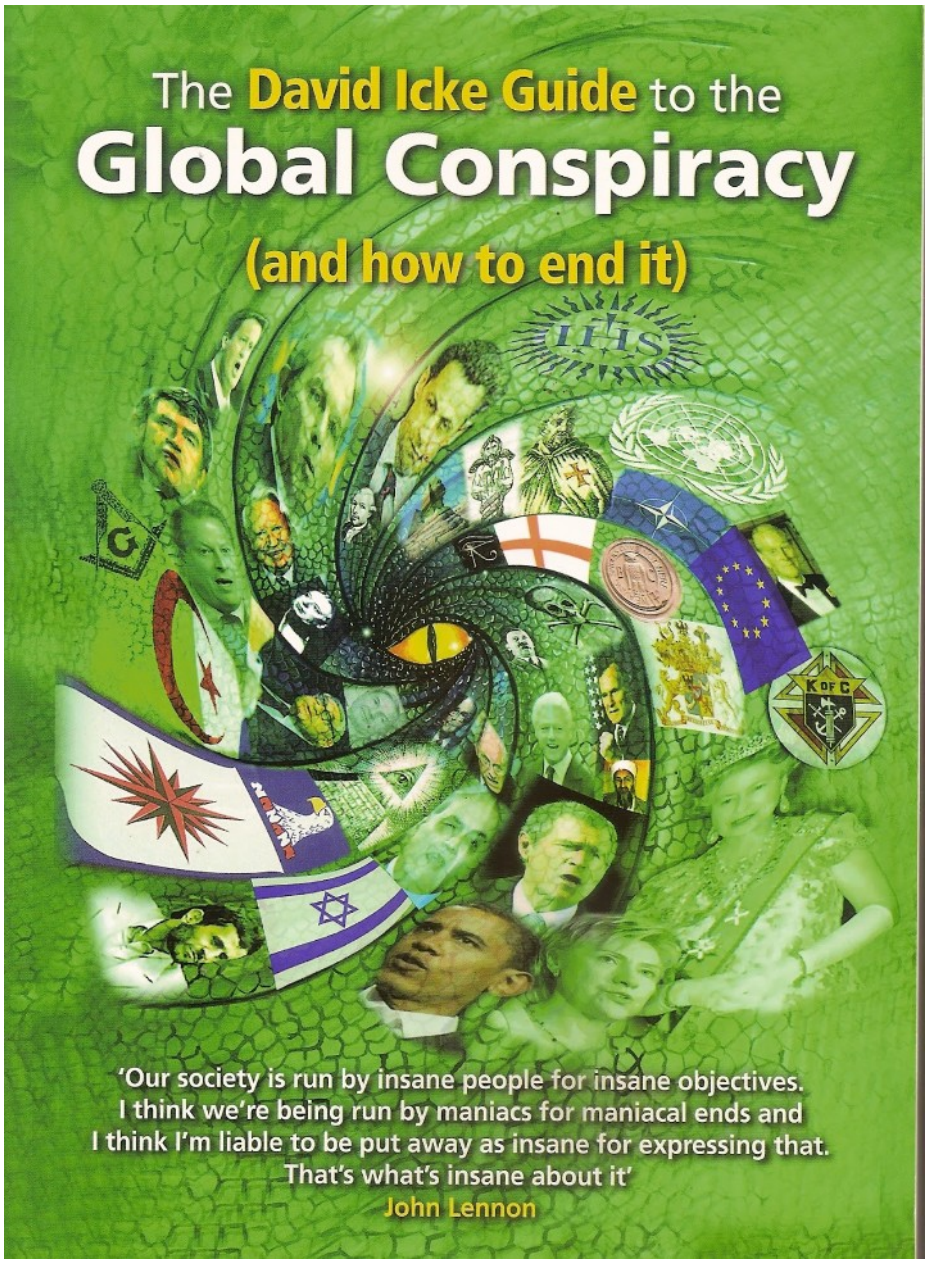
Don't like people who don't value his inhumane toil : he has invested thousands hours of his life on Pouet, banning 400 logins, posted 12305 times,

classified 89 % of the BBS threads as residue / useless, coded many demos, organized parties.

AND changed many features of pouet to keep the mad house manageable but well it’s not : you can’t change people Nature especially when you’ve taken over a mad house by design and the ‘community’ has bats in the belfry...

Don’t like when he stumbles upon a tough opponent who don’t believe a second in his « I’m an elite guy ». Because nobody cares : there is so many digital distraction today that one fitting 4K or 64K is not a differenciator. People are interested by emotions not technical feats especially when it’s for the sake of showing off. Technics is there to serve humanity not humans to serve technocracy through machines obedience.

Should get a life. Run in loop and try to be everywhere for everybody on every front at any hour. Lack self respect and thus herodes his humanity by behaving like a robot. Looks like a huge eagle in a cage as seen on Budapest zoo. Should push some serious weight at The Hammer of Thor and get some relaxing baths while asking him this question « Who are the Romans of Today ? How do they rule Europeans now ?» see book


The David Icke Guide to the
Global Conspiracy
(and how to end it)
IHS
K OF C
‘Our society is run by insane people for insane objectives.
I think we’re being run by maniacs for maniacal ends and
I think I’m liable to be put away as insane for expressing that.
That’s what’s insane about it’
John Lennon

**3- Unlock / Andry Joos**
**Ideas :** Pain. Life can be different.
**Quotes :** We have a rule within Pain that to get published we have all Pain editors to agree on.
**Feelings :** happy
**Self ID :**

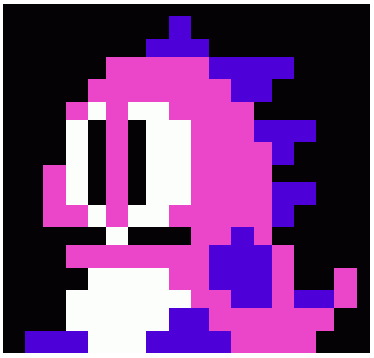
**Interests :** IA, Finland, Maps, real time
**REALITY :** Hide info to his readership. Either don't read thoroughly what he published or has and agenda. Hide behind clearly unfair rules to keep not publishing counter facts by not checking his own editors. Enable lenino marxist propaganda made of bold lies, to be published in his mag called Pain. A very odd name for a diskmag : think about looking at this name for years while getting articles edited.

When you terminate somebody ability to express himself due to 'competition' spirit, politics, or push them out this creates a toxic demoscene environment. Remember this: people will move on. They will find what's really going on and thrive exposing it. And the scene will never forget how you treated them—how you humiliated, and misunderstood them because your ego stopped you from communicating with empathy.

The power of your position shouldn't come at the cost of someone's dignity. This demonstration is there to bring an end to all pain by exposing all the root causes and make people realised the Unlock's 'life can be different' is just mojo to hide a new world based on electronic slavery = technocracy turning people into robots.

How to bypass the technocracy world Andry Joos is promoting probably unwillingly: unplug and think by yourself, depend on yourself not on technology like far away servers, IA, ...

**4- Analog / Laurent Raufaste**
**Ideas :** pouet / virtual communities
**Quotes :** You're not very important. Thanks to remove pouet from your bookmarks. Un con de plus. Take your vaccines. Database is my cocaine.
**Feelings :** arrogance, proudness
**Self ID :**



**Interests :** web, devops, database, women, sex
**REALITY :** Pouet is an odd creation as it creates a very strange mindset and 'community' not like what was the demoscene which is rather design, technical and maths oriented.

**Messages :**

French : Je n'ai jamais participé physiquement à une démoscene comme celle que j'ai vu sur pouet, slengpung et ailleurs en ligne depuis 2004 d'où de très nombreux désaccords. Pour moi la démoscène était le moyen de rentrer en communication en face à face avec des esprits férus de maths et de sciences physiques ou autres appliquées ainsi que des graphistes et musiciens.

Et je n'ai jamais vu une telle foule ayant si peu d'esprit de réflexion : quand se posent ils des questions ? Sont ils vivants ? Je ne vois que des clones sans aucun esprit sur pouet.

On dirait des enfants en bas âge mais ils avaient déjà la vingtaine ou la trentaine en 2004. 89 % des threads sont classés residue, et le problème c'est la 'communauté', il apparaît qu'elle est extrémement basée sur le consumérisme, le jugement, pas vraiment la compréhension, ni la recherche, ni le questionnement.

Quand je regardais des démos j'était avant tout intéressé par comment elles fonctionnaient et donc l'effet psychologique induit par cette compréhension. Ceci dit c'est vide et l'a toujours été car les démos sont quasi toutes construites sans jamais avoir défini de message à faire passer au préalable (10 sur les 33000+ qu'il y'a sur scene.org ont du sens). **C'est du show sans scénario. Pas d'histoire, des émotions incontrolées et sans stimulus, *on dirait une sorte d'asile pour des gens qui veulent dire quelque chose mais n'ont pas de language pour.***

Il me semble que tu as crée un site qui déshonore et crée une scène bien différente de celle initiale où j'ai vécu (je viens de l'Atari ST, sur cette machine il y'a dans la culture un magazine clé qui est ST Mag où tout est très

technique, qui nécessite une forte activité intellectuelle). Pouet tombe donc effectivement dans le cadre des mesures actives décrit par Yuri Bezmenov donc conduit à un effondrement moral et la destruction de la société en détruisant tout ce qui fait qu'elle a de la valeur y compris les maths et la logique.

Pouet agi comme un amplificateur et une caisse de raisonnance : il multiplie la bétise. Bien évidement ce n'est peut être pas pouet le responsable : pouet est juste un reflet, un lieu où ce phénomène peut s'observer.

Il y'a probablement des différences d'âge, de cultures, de niveau de language voir un choc des générations entre moi et les sceners actifs sur pouet et ailleurs, néanmoins la différence entre ce que j'ai vécu de 1992 à 2004 avec de nombreuses personnes dans la démoscène réelle en face à face et ce que j'ai vu en ligne sur pouet me démontre que le monde virtuel est factice, superficiel et vide de sens avec des êtres qui ont clairement perdus toute forme de morale. On dirait des androides cliqueurs...

Je t'ai demandé avec toutes les preuves administratives légales nécessaires ainsi qu'à tous les admins de tous les sites demoscene de supprimer mes comptes et enregistrements partout, via email, et courriers papiers, ce depuis 2004, à plusieurs reprises, sans jamais avoir de retour d'entre eux ce qui les met en violation du droit à l'oubli du RGPD et donc les condamnent à de fortes amendes.

ENGLISH : I've never physically participated in a demoscene like the one I've seen on pouet, slengpung and elsewhere online since 2004, hence the many, many disagreements. For me, the demoscene was a way of getting in touch with minds interested in maths, physics and other applied sciences + graphists and musicians.

And I've never seen such a crowd with so little thinking ability: when do they ask themselves questions? Are they alive? All I see are mindless clones on pouet. They look like infants, but they were already in their twenties or thirties in 2004. 89% of threads are classified residue, so there's a classification grid but the problem is the 'community', it appears to be extremely based on consumerism, judgment, not really understanding.

When I looked at demos, I was above all interested in how they worked and therefore the psychological effect induced by this understanding. That said, it's empty, and always has been, because demos are all constructed without ever having defined a message to get across beforehand (10 out of the 33,000+ on scene.org make sense). **It's a show without a script. No story, uncontrolled emotions and no stimulus, *it's like a kind of asylum for people who want to say something but have no language for it.***

It seems to me that you've created a site that dishonors and creates a scene quite different from the initial one I lived in (I come from the Atari ST, on this machine there's a key magazine about the culture which is ST Mag where everything is very technical, which requires strong intellectual activity). Pouet therefore falls within the

framework of active measures described by Yuri Bezmenov, leading to moral collapse and the destruction of society by destroying everything that makes it valuable.

Pouet acts as an amplifier and a sound box: it multiplies stupidity. Of course, it may not be Pouet that's responsible: Pouet is just a reflection, a place where this phenomenon can be observed.

There are probably differences in age, culture, language level and even generation gap between me and the active sceners on pouet and elsewhere, but the difference between what I experienced from 1992 to 2004 with many people in the real face-to-face demoscene and what I saw online on pouet shows me that the virtual world is fake, superficial and meaningless with beings who have clearly lost any form of morality. They're like clicking androids...

I have asked you with all legal papers and all the admins of all the demoscene sites to delete my accounts and records everywhere, via email, and snail mail, this since 2004, without ever getting a reply from any of them which puts you and them in violation of the GDPR's right to be forgotten and therefore condemns them to heavy fines.

SEE NEXT PAGE

## 5- Scamp / Simon Kissel

**Ideas :** everything is under control,
**Quotes :** everything is under control,
All my life I have been analysing myself, talking to myself, and trying to actively change myself. If you start as an autistic social phobia, this is simply necessary to find a good place in society. After the shareholder war was halfway over, it was time for intense self-criticism.

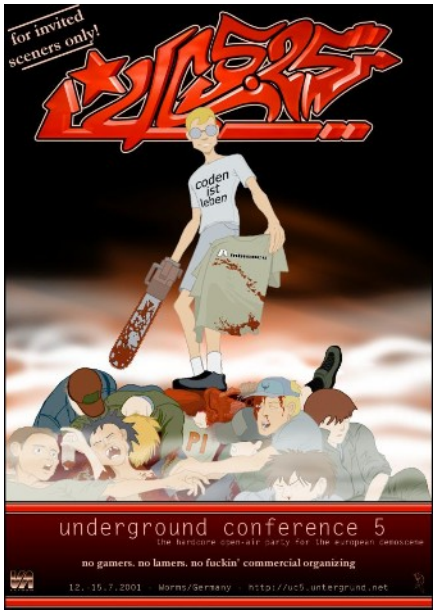
As in my school days, I did not pay enough attention to the feelings of my co-partners. If I had reacted less mercilessly, analytically and directly, many conflicts would have been significantly defused.

Perhaps even the escalation to a shareholder war could have been prevented somehow, apart from giving up the option of letting me and my friends and family destroy the company I had built up.

I realized that I could have a better life if I made fewer enemies by paying more attention to my business partners' sensitivities and that other people, unlike me, were not driven and controlled by logic.

Since then I have intensified my efforts to become a better and more socially responsible person. I begin to understand how other people work, what drives them. Instead of identifying weaknesses as I used to do in the past, I now take into account the vulnerabilities of other people.

**Feelings :** control, fear => recently more wisdom
**Self ID :**



**Interests :** electronics, networks, demoscene, train

REALITY :

Mr Kissel, the world is big and I know nothing about the PC Demoscene nor the demoscene (I watched maybe 200 demos out of the 33 000 available on pouet) and I don't care.

All the issues which have occured through Hugi, Pouet, Pain, are due to massive culture shock between 2 countries which don't know each other and have no interest in doing so : Germany and France.

As french culture have in general no interest in anything european, and prefer asian culture like Japan and Korea, there is a complete misunderstanding between both Germany and France. Languages have nothing in common and very few french speaks any german nor any other language.

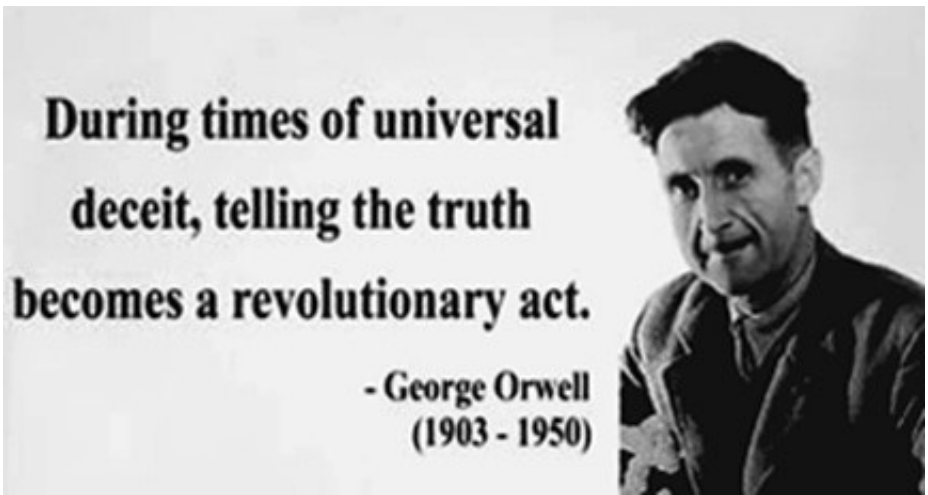
However the main issue is about value : pouet paradigm and vision, and same for scene.org is all about centralization of data and communication which is obviously a power grab and a removal of freedom of speech as the owners of those platforms have last say on what gets there or not.

I got to know the demoscene by individuals who have constantly kept their freedom from external influence : MJJ / Oxygen / Vital Motion / NGC, same for the Atari ST scene and I'll keep it that way. The future of freedom is that each group sets his own website and hosts his own prods there : this is quite cheap today and if they can't afford it that means they have bigger problems in life than making demos or at least they should.

Anyway demomaking has been from the start part of an eugenist plan by monopolizing time and mind of those who could change the world to keep the 'elite' at the helm.

This is why computers have mushroomed everywhere : to keep people busy running in circle producing nothing but infinite amount of noise information. This leads to a global mindset with a global vision, global goals, and communism. That's what Bill Gates wants, same for Elon Musk, Bezos, Zuckerberg, … And central bankers, see ECB / FED and the Sabbatean-Frankists Cult.

The solution to all this communist / transhumanist / technocratic take over is complete shift in mindset, see Markus Rothkrantz, Bob Proctor, Tony Robbins, David Icke, Osho, Shadguru, Thich Nhat Hanh, … And for that non censorship must exist so decentralization all the way = no socialism = escape 1984.



# What is pouet.net ?

A centralized supermarket to download demos from scene.org servers thus destroying the demoscene culture by putting the emphasis on consumerism instead of creation. Same for scene.org.

If you take demos are art, there is no need of ranking, everybody has a personal feeling about a piece of art, no need to quantify it, and the authors don't need to know what you feel because it's your own business not theirs.

Thus the thumbs up and down is useless and in fact bad for artists. You don't vote in a museum. This 'majority vote' is social control and is clearly not wanted in a free artistic community. But as demonstrated demos are not art : they are piece of junk to make your mind confused and being under TV drug effect, at least the vast majority of them.

The BBS is a mind hive, a Panopticon through logs and post history, with various psychologic conditionning like glops and thumbs up and down as social credit system, with Herd mentality and groupthink due to the general mindset of people there which is clearly mental. The ‘community’ mainly follows the mental habits of Germans because it’s the main culture in term of numbers there. See refs and slengpung

Pouet ‘community’ has bats in the belfry : a cathedral of realtime religion priests, full of madmen...

The difference with the swapper era is huge. It's simple : when you want to buy a vinyl disk you've 2 options : 1 you go to discogs and you've plenty but you can't touch them, browse through them physically and you don't know what they are, there is no connexion. When you go through a true vinyl disc brick and mortar shop, you can try the disc to ear if you like it or not, you can browse through genres and groups, you have an experience.

When you go through a swapper proxy, you've a guy or a girl which has a list of all the games and all the demos he / she has. It's a selection. And life is based on a few laws called the law of the universe see refs. Among them there is the law of resonance.

And in life you get in contact with people you're in resonance with. Thus you stumble on the swappers which have something in common with you, and what they have in common is that they have common taste and you share information with them about many topics related or not with demos / games / etc...

Thus instead of trying the hard way the thousands demos online, you know you will have high probability to get something you like because the swappers and contact you have are those who have the same feelings or similar as you. It doesn't work sometimes but it works pretty well most of the time like 99 %.

Another thing is context : when you go through a swapper, you get all the productions of a party, the prods appear in the context of an event, that brings meaning. Whereas online they seems very isolated because you download each individually as it's done on pouet.

**The pouet problem is the internet 'communities' problem :**

No sociability. You see the Internet has been build by DARPA and it has been well thought for various goals. One is population reduction and for that reducing sexual intercourse is a must. What Internet 'communities' / social media do ? They isolate, keep people far away and far apart from each others physically. 'Communicating' through the proxy of a screen and keyboard keeps people separated, they each live in their small bubble not seeing each others in the same space. So they don't meet and don't mate.

Another goal of the Internet is division, profiling and tracing of the population. That's why everybody has logins and passwords pairs and many identifying processes in place to be sure we are dealing with a specific individual : 2FA, face scan, one time password sent to email, tokens, and tracing through cookies, codes, browser fingerprinting, IP address and so on...

**All that is by design and is not a problem for the autorities : it's what they have always wanted from the get go.**

So in my time I met people interested by the scene face to face at their house / accomodation, I thus met new people, had social interactions and real exchange, it was more than just copying disk or watching demos.

Same for gaming. It wasn't LAN, it was playing with them in the same room, it was sharing laughter and experience.

**Why all those 'sceners' have not turn millionaires yet?**

Because they focus on technical frills.

FACT : gamers don't give a fuck about that.
gamers are not interested by your technical skills.
Nor by the EGO of developpers.

You see games have been around for hundreds thousands years :

*chessboards have been in various looks that didn't make the game better or worse

*See poker, you play it with a regular card deck.

*See monopoly: 5 colors and just text and pawns.

*See lemmings, way below average graphics, small sprites, ridiculous and funny music, jerky scrolling, but good ergonomy = exceptional control, funny game and 20 millions sales.

No players have complained to get better graphics, sound, 50 fps, or whatever: they don't care, they have fun. The fun don't came from the technical specs.

*Same with Tetris, Minecraft, Angry birds, flappy bird, snake, papers please, among us, dwarf fortress, goal, kick off, sensible soccer, syndicate, ...

*See Scrabbles, etc...

What makes games attractive is the gameplay with the set of rules and the clarity of the playfield and goal.

Also there is a big trend in the video gaming industry which is about getting BIG.

So you have obese games which are GB filled with assets, you have a BIG team of hundreds or thousands artists and coders, and managers and ... You have a BIG advertising budget.

**BUT where is the fun in all those heavy games?**

Do you really need in 2025 a video gaming machine which is 32 000 times faster than in the 80s to get the very same amount of emotion / fun? That would be the equivalent to go from a car driving at 130 KM/H to a flying saucer flying at 7 times the speed of light for the same distance traveling !!!

**Who benefits?** The hardware industry and those who built the software to use it.

**Who loose?** Gamers and creatives because instead of having real social interaction and fun like with a traditional parlour game they got lots of useless technical frills and very artificial gameplay. The aim of those games is again communistm / socialism by turning players into conforming pawns following rules.

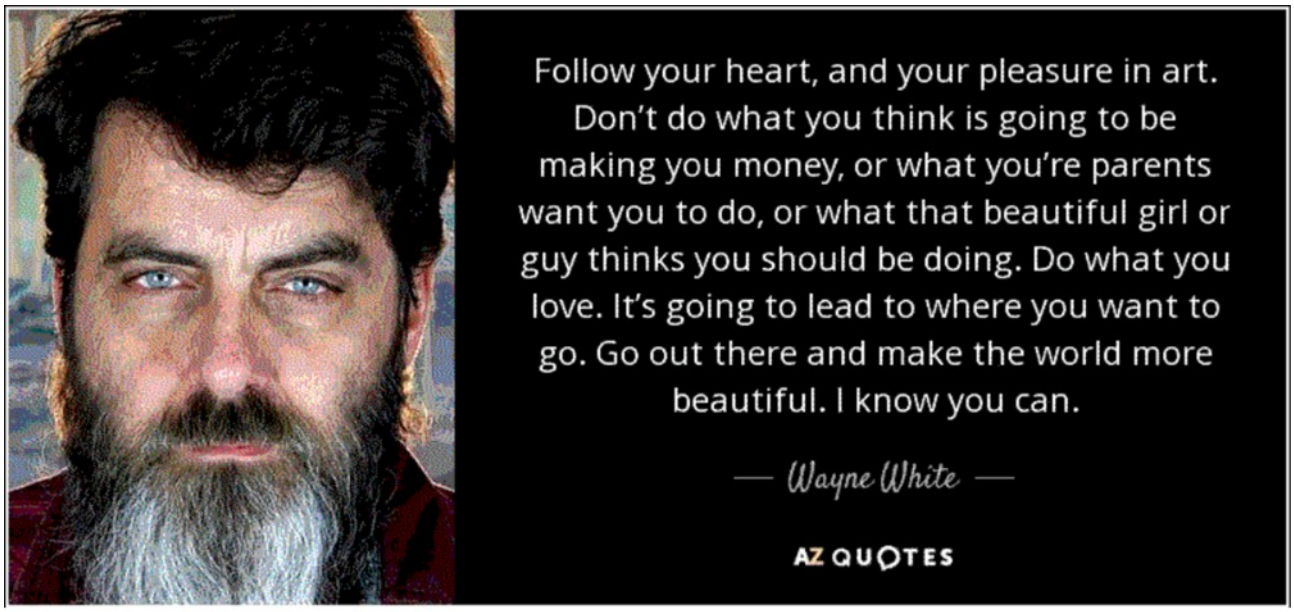
And nowadays 'games' don't make that much money compared to the 80s: you see a team of 3 people, a coder, a graphist and a musician spending 6 months making a 8/16 bits game paid let's say 3000 EUR each net per month, will cost far less and work with far less complexity than a 200 people team scattered in various offices over the world.

Also the combined decisions of just 3 artists involved will show their personality in the design, which is what gamers crave. They crave games which are like books : written by one guy or girl with the same mindset and his personality within the artwork, whereas a 200 people team with top managers giving the go, will come to a very uniform making process and end result : a lidl / aldi / kinder product... Industrial! This point has been done by nobody else that Dino Dini the maker of Goal / Kick Off.

**So why those 'sceners' spend their time in a very shallow competition about useless aims like demos?**

Because they look for love, love from their fellows who are as lost as them. They live in fear.
Thus they behave like a herd, trying to hide their inner insecurity behind some technical feat nobody cares.

They have not realized true love don't come from the look others have of them. True love comes from yourself: nobody will love you but you.


Follow your heart, and your pleasure in art. Don't do what you think is going to be making you money, or what you're parents want you to do, or what that beautiful girl or guy thinks you should be doing. Do what you love. It's going to lead to where you want to go. Go out there and make the world more beautiful. I know you can.
— Wayne White —
AZ QUOTES

Demomakers would benefit drastically in having a grid for their art so they can convey a message correctly :

GOAL = What's you goal with this demo / piece of art ?
MESSAGE = What message do you want to convey ?
EMOTION = What emotion do you want the audience to feel?
STORY = In a full production (story) what this piece brings to the full story ? exposition, conflict, rising action, climax, falling action, and resolution.

Fill the grid before making the demo / art then get on the production.

## Who the demoscene training farm scam targets?

Technical minded people.

## How is the targeting done?

By bringing lots of technological toys stimulating the technical mind of the victim. This is the computer hardware arm race and long list of frameworks and APIs.

All in virtue of the engineered obsolescence thus keeping the techies into the rat race. It's all about the GEEK stereotype which is a marketing construct : a self ID made through psychographics, and avatar creation, like theater character design.

## Why technical minded people are targeted?

To shut down an economy such as Europe or the US, stopping evolution is paramount.

How to stop evolution ? By making people working in a looping environment, one where everything change in appearance but nothing change in the power relationship order. A rat wheel.

Who makes things evolving in society?
Those with enough know how technical skills because only them can make a society change through aware actions.

The demoscene being part of the rat wheel the entertainment complex is, makes people running in loop.

Thus prevent any real valuable evolution like local money, free energy, water recycling, permaculture food production, earthship buildings, fast, safe and economical transports, alternative medicine and free art. Free as freedom, artists like anybody else have to be paid.

The demoscene as a plant produces artists and coders who build games which are either entertaining or brainwash masses with beliefs and propaganda keeping masses in the rat wheel paradigm thus perpetuates the present situation thus profits to the oligarchs who pull the financial strings behind it.

The demoscene paradigm = sets of habits including beliefs, mindset, behaviours is a closed loop as it acts like a sect.

Those on top know it very well and this serves perfectly the gaming world.

Whether you are world champion or total newbie at minecraft / any other game, or ranking anywhere between those extremes don't change anything in the world = perpetuating the control loop.

Same for gaming in general: games are rat wheels.

Another glop, another thumbs up, another point, another degree,
another carot, another hardware upgrade, to make me more lovable...

Entertainment = no focus = no evolution
= masses keep being childish
= the oligarchs stay in control.

**What is the paradigm of the PC demoscene?**

SCARCITY

1. there will be never enough
2. competition to stay on top
3. fears change = conformity
4. won't share knowledge
5. won't offer to help

**Who benefits ?** Not developpers, not gamers, not the world

Archons and parasites benefit only by sucking negative energy.

Instead of SCARCITY the demoscene could embrace :

ABUNDANCE

1. There will always be more
2. Collaborates to stay on top
3. Embraces change
4. Shares knowledge freely
5. Generous with others

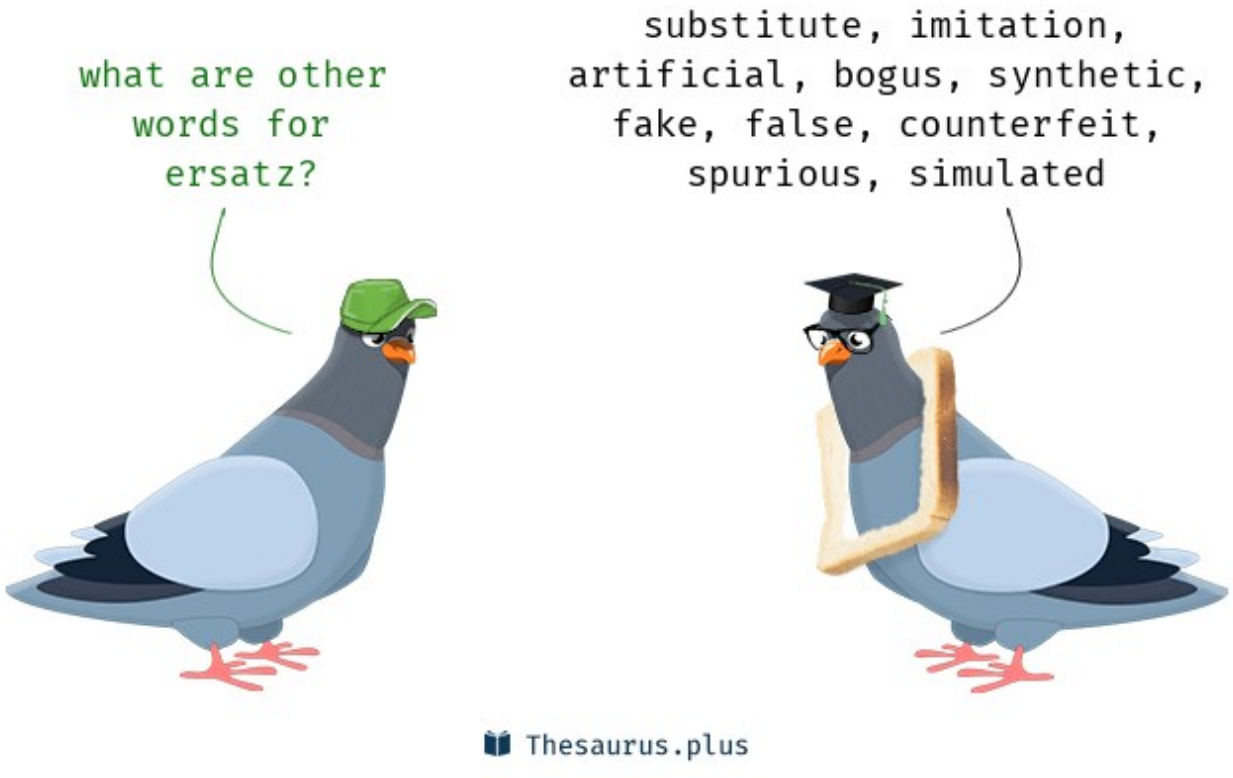
The fact is those who have made a name for themselves out of the demoscene have created new genre, something original. That's why the canned 'art' of 4K or similar is a no go: have you seen a painting movement saying now all paints are to be on a grain of rice canva?

Have you met any classical musician saying all music must last 3 mins exactly and containing x,y,z instruments only which are ugly sounding and provided by organisers at the last minute at odd hours in a noisy party place?

Creation is not an exercise in compliance with standards or masochism, it's about exploring the unknown. That's freedom. And you need to be self motivated : the competition is with yourself only.

**What is the demoscene producing ?**

Demo = Art Ersatz :


what are other words for ersatz?
substitute, imitation, artificial, bogus, synthetic, fake, false, counterfeit, spurious, simulated
Thesaurus.plus

It’s all artificial, all synthetic, all imitation, all FAKE !!!

This prevents any social change = stagnation.
This is why the ideas, pictures, musics, art in the demoscene is always the same: no imagination, no change, no intuition, nothing of value = pro communist. Because when what you have in your country you don’t love, you move to embrace the other country culture including political system = those of Russia or China = BIG TECH

**Now let's see the meaning of Real Time :**

**But what is Real and what is Time ?**

**What is Real?** The answer has 2 dimensions: the physical and the non physical.

**In the non physical = invisible,** reality is about power relationships like autority or freedom. Reality is based on emotions. Demos and Video Games create emotions which are used to control those who feel them.

This is the basis of Pavlovian conditionning and skinnerian conditioning.
Thoughts create emotions, emotions lead to actions, actions lead to results, results lead to new thoughts, and the cycle goes on.
And demos are an external stimulus which keep those sensitive to them addicted, same thing for video games. Thus demos and games act like a mind control program making people act like zombies and cyborgs see MK ULTRA. They turn people into androids : stimulus → reaction loop

To stop that program and addiction so become the true you, you can use any sport or physical exercise of high intensity who will feed you with natural and compatible physiological signals, your emotions and electric levels will be of way better shape.

Physiological needs are the basis of human needs see Maslow pyramid of needs. However to reach the real you which is disconnected from the outside world you need to connect to your hearth, intuition, imagination through your spirit. Look inside see Bob Proctor, Shadguru, Osho, ...

For social interaction needs, video games are an ersatz of parlour games and theater, voyaging, of whom they have removed all true social interactions and movements: video games are isolating, dividing. Thus having a real social life and in the now experience is the solution.

Of course feeding you with the right water, food and sleep will increase your chance to recover too, same with connecting with Nature using earthing. Health is the ennemy of Socialism: to keep the sheeps in line better have them under drug / 'medicine' influence.

**For those more inclined towards philosophy or science, Reality is based on waves as described in physics.** We are waves like anything else, standing waves in a small part of the electromagnetic spectrum which is a jail in this simulated universe see Melvin Vopson, David Icke, Christopher Langan, cf refs

**In the physical world = visible**, the nowadays Russia former part of USSR and China are still applying Active Measures to the western world: they manipulate from far away.

Russia uses fear of death through nuclear strikes threats for example and massive propaganda campaign on ‘social’ media.
China uses lots of propaganda like on tiktok.
And Globalist socialist technocrats in the US and Europe use mass media like TV and 'social' networks as propaganda machines and censorship tools like with 'Vaccines' during the plandemic times.

At the same time the US, EU, China and Russia political leaders play the same game of dividing the attention of masses because they are part of a bigger theater owned by the same big families: they were all playing hand in hand during the Covid years: same vocabulary used everywhere, same sentences, same arguments = propaganda.

TV is the idiot box, so are video games: idle masses seated in front of a screen hypnotizing with light and sounds doing nothing useful for their life and society being remotely and wirelessly programmed.

Reality for demomakers is that they spend their life / time in front of a screen which is a window to see reality in a distorted way. It’s a limiting frame. And screens prevent to expand your consciousness to far more important facts and experience than the fake ersatz reality, games and demos are. Demomaker reality is that their life and energy is stolen for nefarious purposes by Aliens called Archons living in invisible dimension see David Icke books and videos.

**What is Time?** What you do with your life.
What is Life? What you do with your Time.

Time is what you measure with a clock. Time is money.
If you spend 5 mins a day on demomaking,
that’s 5*365=1825 mins / year
or 30 hours or 4 days of hollidays
(you sleep at night, you should
so a day is roughly 8 hours like a workday).
10 mins a day = 60 hours / year = 8 days hollidays.
1 hour a day = 365 hours / year = 45 days hollidays...

The "real time" mystic is there to hide the Real Time spent by coders and artists in the digital world: stuck on a chair 8 hours / day for 365 days per year or more multiplied by decades that’s thousands hours / year. Like bureaucrats.

Who cares about Real Time ? $PON$ORS

Nobody cares about Real Time except BIG TECH who needs fast moving games to keep the masses entertained and dumb to consume their thumbs tweedling drug and keep people passive and sleepy : it’s all politic and have always be.

And keep gamers buying more and more 'powerful' hardware, in fact less and less efficient bringing nothing better than what was available before except more money to their stake holders and more power. All those iterations is all about training people to use more and more complex machines.

Meanwhile those thousands hours per year per person spent on brainwashing yourself lead the western society to collapse as designed: the western world produce less and less useful things with real intrinsinct value like houses, cars, real food, real furnitures, real art. Thus true value disappear and inflation goes north (price of gold is multiplied while worth of fiat money shrink to nothing).

This is the effect of ideological subversion in essence as explained by **Yuri Bezmenov.**

Ideological subversion
= a 4 stages plan to world domination:

1- **Demoralization** = preventing westerners to see what's good and what's bad for them, their family, their country.
LOGIC starts to disappear from masses mindset, words have no more meaning, many errors are made and spread by parrots / sheeps repeaters.

This is done via propaganda both in the mass media, in schools and obviously in video games and in demos. For example by pushing forward wars both in the news and in games as good, same for freedom reductions.

2- **Destabilisation** = when people don't do what's good for them they start to loose ground and balance, lots of social issues occur, the economy is going south.

3- **Crisis** = the country targeted suffer huge economic depression, food stop to be delivered, communications are not working well or at all. Life is a mess.

4- **Normalisation** = a new "normal" is put in place by FORCE with police and army in the street, police state controlling everything and everyone.

This cycle goes on and on toward the final destination: world human slavery with tons of robots and technology to hide it behind the word ‘Progress’...

In this scheme Communist China is there to mass produce the hypnotic devices everybody use called computers, console, smartphones, tablets, screens, smartwatch, iOT, IT technology.

The IT of moguls from BIG TECH of the Silicon Valley who work in fact for BlackRock and Vanguard who is working for Rothschilds and other BIG MONEY players.

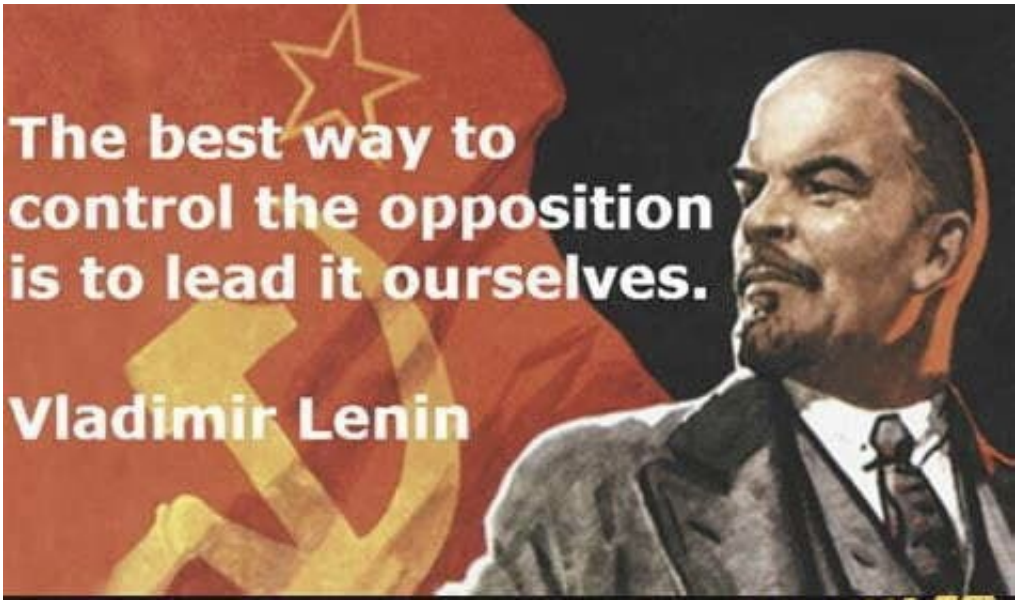
Those computer devices make people all the same because their behaviour is all the same everywhere (clicking, taping, swiping, dialing = bureaucrat typing at a typewriter) and it's passivity because watching a screen turn you passive:

you can't be active by watching a screen except producing an artefact shown itself on the screen which will turn their consumers passive so it's a loop trap.
Those devices makes people standing or kept seated or still: ideal for a tyrant to have masses immobile. This started with TV and in fact with the most popular book ever = the Bible.

Thus it comes to mind that Socialism is just another trick in the bag of the super wealthy to create a controlled opposition to the central bankers who rule the game behind the veil of democracy / republic... They have created all systems to serve them and work everywhere creating marketing to divide and conquer = politics.

SEE NEXT PAGE

They even show in your face, how they manipulate all ‘parties :




*The best way to control the opposition is to lead it ourselves.” ~ Vladimir Lenin*

And to understand that, the most important video of your life is Yuri Bezmenov Ideological Subversion. It gives in the clear what's marxism leninism socialism and how it works in practice from the view of a former KGB agent involved in subversion = turning the ennemy of socialist countries into socialism followers. Which is what Europe and the US are today.

Art is part of this strategy: this leads us to the Gleb lie about the supposed low bytes demo artistic and cultural 'difference' like 4K: this is perception deception and framing the thoughts and behavior of coders using stupid rules and goals, thus limiting their view range  to a narrow perception and creativity.

The main point is that Demoscene art is either meaningless when abstract or dreamy when heroic fantasy or pro technocracy with robots or pro war when showing weapons. And it’s stupidity in its formats : non interactive real time, what a bunch of bollocks. It’s all an ersatz of the traditional real stuff.

Who cares about small size demos as for decades since the 80s the storage medias have grown exponentially? It was already way over 100KB on tape !!! Was the demoscene not supposed to push the hardware over its limits?

On the years 1985-1993, I have used tapes and floppy disks on Thomson MO-TO, Amstrad CPC, C64, IBM PC holding hundreds of KB. Like anybody else at that time.

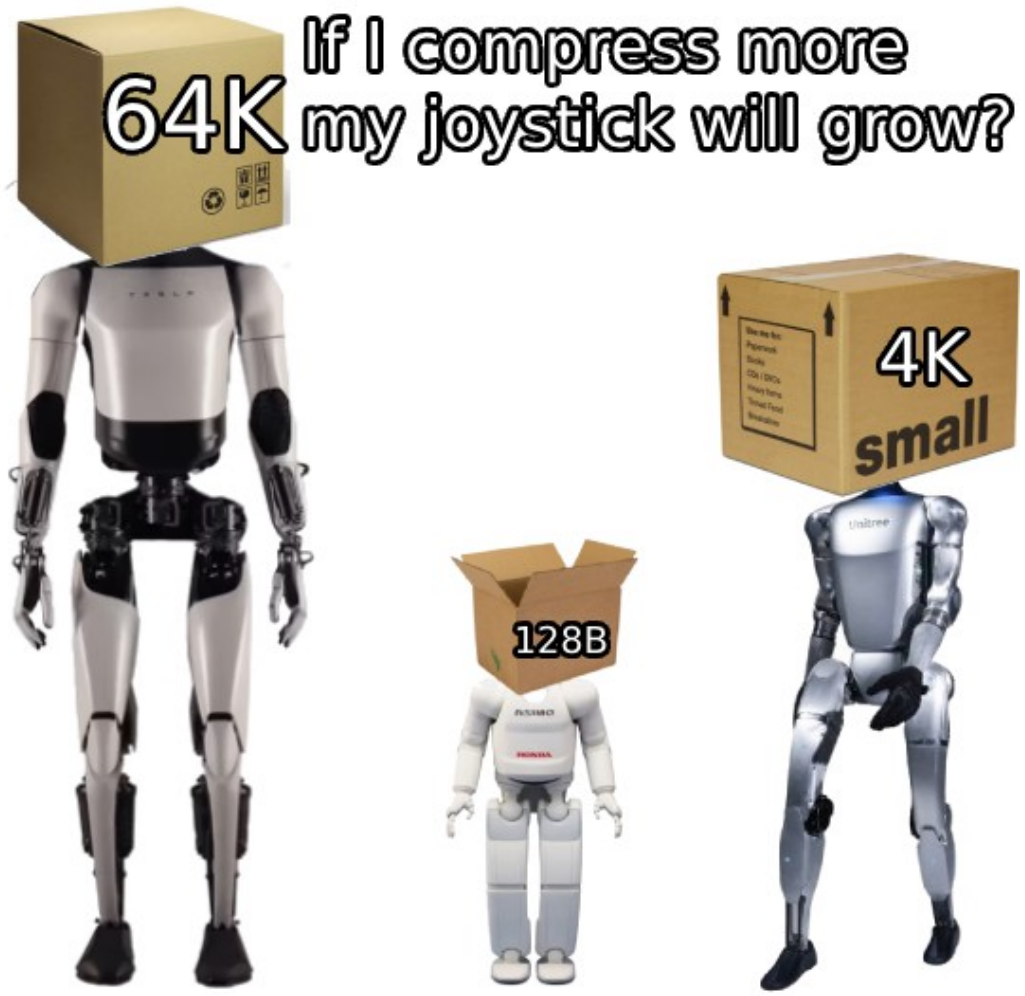
C64 has no use of small 4K demos either.
A C64 disk single side is 166 KB,
why creating 4K for that format?

In the years 1993 - 1997, I've seen mostly intros and demos on Atari ST and Amiga, I mean hundreds, which were taking full disk. They were using a trackloader as loading system and thus called trackmos so taking 720 KB or 880KB. Coders of that era should know : they made them.

Compressed you can fit 30% more on a floppy disk or even increase the size capacity by formatting at 10 / 11 sectors per track instead of 9.
This was why people had to copy disks with fastcopy pro on the ST or Xcopy pro on the Amiga.

Demos in this category are Cuddly demos, Punish your machine, All TRSI MegaDemos, All Rebels MegaDemos, State of the art by SpaceBalls, all Silents trackmos, all ECS Andromeda trackmos, all Kefrens trackmos, all Anarchy trackmos, all Virtual Dreams trackmos, All Melon Dezign trackmos... Intros where not sized like a cheese burger box either. Each chose the size within probably a limit of 128K or 256K.

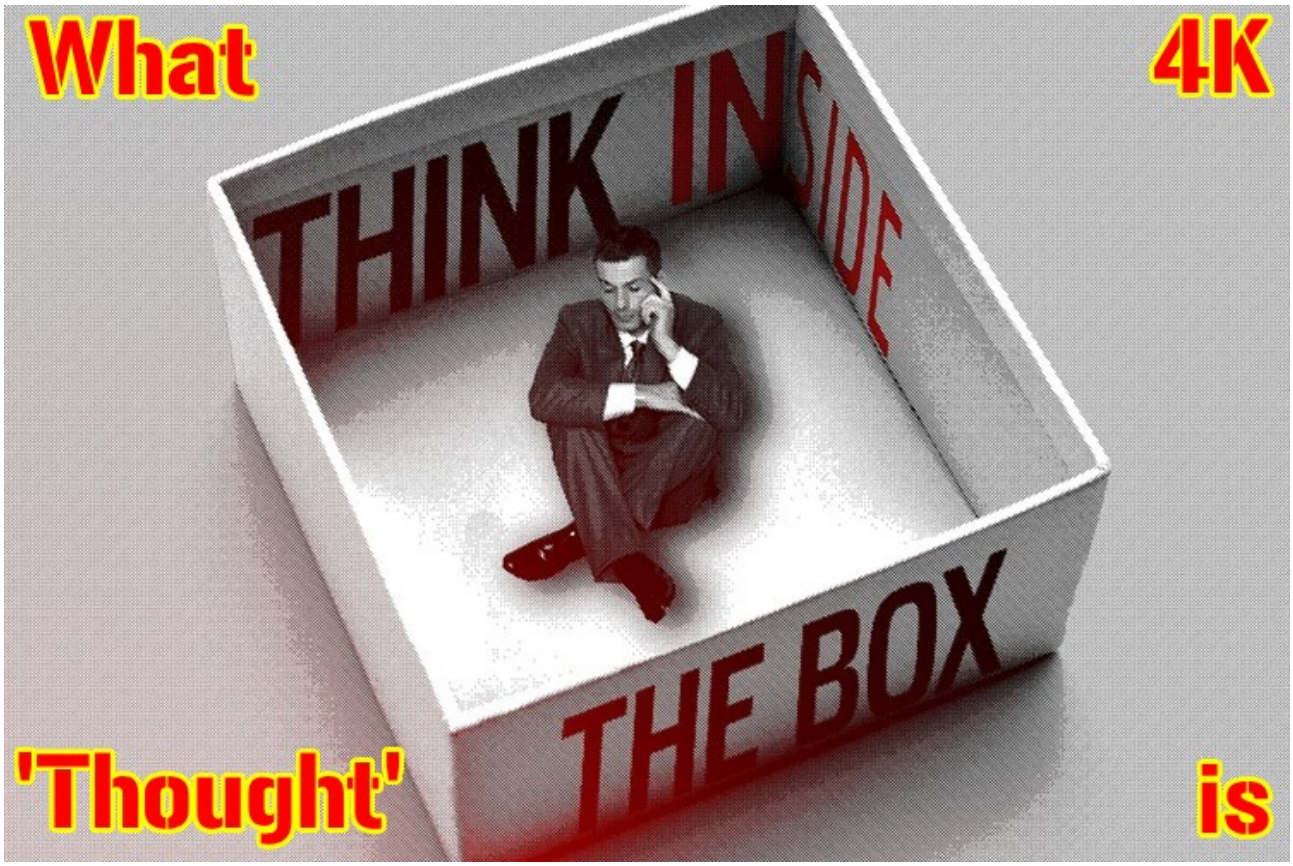
Never seen that aspect of the scene discussed in a diskmag on Amiga, nor discussed in scroll text, nor even had a conversation about it with coders I was in contact. Never heard an announcement at party about the 64K intros like if it was the main spec of the intro.




In fact demos where so big for some they needed 2 disks then many disks like the famous Odyssey demo by Alcatraz and got much later HD installable by default.

So the 4K and tiny size mindset is ridiculous:
nobody requires to fit stuff within a disk sector anymore excepts linux Grub!!! It’s another : I’m so clever look what I made in 4K / 64K. Time wasted !

The only example I remember which could explain that small size, is releasing one effect or one routine, out of context of a bigger project just for a small audience like within a group to keep people motivated.




4K 'thinking' is just about making you thinking you're intelligent whereas you are wasting your time on such futile goals, meaning you've been duped by the organizers socialist rules.

They impose your obedience to their autority for later hiring by hierarchical companies exploiting you because you've not developped critical thinking thus created your own companies (like lots of french and scandinavian demomakers did in the 90s like The Silents, Oxygen).

Those organizers are making you stupid and using you for their nefarious goals of fworld revolution in agreement with Agenda 2030 from UN / WEF. That's why they push now the demoscene into the UNESCO / UN net : to create confusing art to entertain and confuse masses and dehumanize even further : the bureaucrat life way.

So the Archons via their earth 'elite' (BIG TECH) who don't want to be exposed, has created perception deceptive small size demo categories where painting and using good music can't exist thus reducing the ability to express. So prevent communication of what's going on politically: 4K limit is political censorship and even worse : thought prevention because « Ho I can’t do that, it’d require more space... ».

And such straight corner box limit is industry smelling miles away: so artificial and stupid, you can't have an artist behind that. A true artist is interested by the message he / she conveys, not by the technic which is just a mean not a goal.

Same for games : among the biggest seller there is Lemmings which rank poor on any technical metrics (fps, picture quality, music, animation) but is top of the world in what counts : gameplay. Same for Chess, Poker, Tetris, PacMan, Monopoly, ...

# What is a demo?

It’s a personal product made by a team or individuals who had an emotion to express one way or another and usually in a way words can’t express. Those individuals due to various factors including culture, personal situation tend to be not too positive so spread out their angst, toxicity, confusion through their creations.

That’s at least how I felt it on the PC scene which I stopped following like anything else demoscene related after having been hardly hurt watching very bad trip demos in 2003. Bad trip ‘Mr’ Gleb J Albert has been informed BEFORE he created his very odd article.

For the consumers demos are an escape through Smoke and mirrors. It brings light and sound in a boring world giving an erzats of life through emotions produced by fast changing image and sound akin to what happens with a TV program. And lack the taste, touch, smell and all other signals the body catch but you are not conscious like EMF.

Anyway the signals produced by a computer and its devices (video + sound) are not as rich as the ones from the computer called Nature. Especially in our case Nature is limited to the electromagnetic spectrum. It's not material, it's made of frequencies.

This world is an illusion because it vibrates. And it’s a jail as it's limited by the speed of light. It is put in place by the Devil also called Satan or Lucifer.
Satan being represented by a cube in Occultism to symbolise 3D (x,y,z) thus the limitations into the material world, the body mind world. And this cube locks up consciousness into human form and others we call life.

Consciousness being memory of what's going on, of the now. This state is in your mind only. Reality is boundless with all frequencies including those your senses can't grasp as too high. Limitation and isolation are just a trap, a belief, a stuck state : there is no isolation, just pure love.

This means we live in a simulated universe, because the laws of physics like the law of physics in a video game have been written by something. What's real is way more complex than what we see and hear and touch and taste and smell. Reality is infinite not 3D nor material.

Don't be mislead by religious smelling labels: the devil, satan, lucifer are not religious entities. It's the church marketing which may you believe so.
That's called propaganda.
All 3 entities are one entity only.
Satan entity is alien and computer like in its behavior.
This alien has created religions.
To divide and conquer by isolating in small boxes people so they don't work together for getting back their freedom.

Demos are part of his strategy: put you asleep so you do nothing to prevent his plan to reach his end. While sucking you dry of your energy in form of negative emotions.

Satan is a machine, an advanced IA if you prefer.

And he feeds on your bad vibes, your negative emotions, your fear, your angst, and he uses the demoscene to get a huge reservoir of them. It's like he plugs into your bad emotions and sucks the current for his own purpose. So is TV and in fact the whole living normed 'reality' of most people.

And he uses both religions, tv, video games, movies and the whole entertainment complex to suck your energy because when you don't work toward your goals, you are frustrated and this is gold for him.
Politics is part of the entertainment complex, it's a theater, a punch and juddy show.
Nothing else: everything on TV is just movied theater.
It's remote theater, that's what TV is so are movies.

Most shows are there to divide and conquer: put everybody on a different wavelengh, a different perception and thus a different reality. Division is the opposite of love.
And infinite love is the only truth, all the rest is illusion. Cf David Icke

Even music when is not tuned correctly or of lower quality than true analog classical music is making you unhappy thus is a source of energy for the Devil.

**The solution to this scam?** See the truth as it is and have a good laugh. Laugh at all those illusions and enjoy life. Enjoy the tiny things like feeling those negative electrons feeding your body when walking bare foot on the grass.

You can't be freed of the illusion by anybody but you.
It's your responsibility.
Nobody can save you but yourself.

SEE NEXT PAGE

Anyway here is the payload :

My understanding is that Gleb J Albert / Dipswitch Black Maiden is thus a traitor and a censor.

Because he sold your soul to the devil instead of leading you to freedom.

That's his function and role since day 1 in the demoscene back in 1997. He is arrogant, lying through his teeth, treacherous, bossy, exploitative, harassing, manipulative, judgemental, ... I invite all jews, russian and sceners to investigate his money relation with the demoscene.

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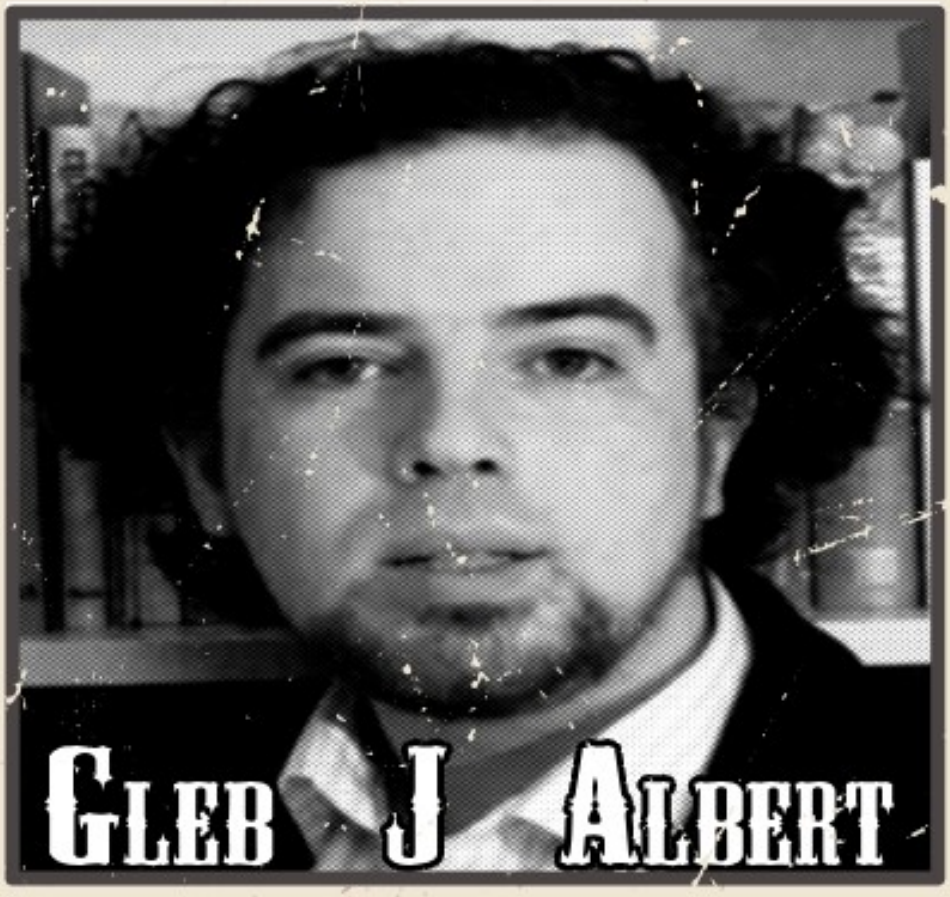
Here's the head of 'Mr' Dignity !!!

# UNWANTED

## DEMOSCENE TRAITOR




## COMMUNIST SATANIST LIAR

## LEAVE HIM ALONE WITH THE SCREENS

‘Mr’ Albert, talking about « living norms » at age 23 knew full well that societies are normed like industrial products. He knows that because he has studied the subject and is fully aware of what’s going on regarding Russia and the EU / US in term of active measures / активные мероприятия. He took you for a ride and exploited you since day one in the demoscene talking about freedom... And for that he played a role, fainting, with his theatrical performance, his eloquence.

**###And the biggest treason of all is his rewriting of demoscene history:**

on pouet.net BBS you can see this word "tradition" often, tradition in matters of Computer Technology and especially Demos, Video Games is rather short lived.

Demos have ‘traditionnaly’ followed trends like copying the top video games technics or other platforms and real artists paintings: they have changed often.

For example the Atari ST scene tried and copied the Amiga demos specs like the OverScan, the parallax playfields, the hardware scrolls, the big bobs, the rasters like done with copper lists, playing soundtracks instead of chiptunes. Then the amiga design got copied too while keeping the ST scene rather code optimization focused.

The Amiga scene copied artists like Boris Vallejo, Dali, Manga, heroic fantasy, then copied the consoles technics with Zoom and Rotation like mode 7 of the super famicom / Nintendo / SNES, then copied the PC scene with 3D mapping like from 3D Wolfenstein, Comanche, Doom, Privateer, Ultima Underworld, ... which launch the arm race towards the never ending hardware upgrades (a true chunky mode with super fast CPU can’t be beaten by slow chunky to planar conversions and relatively slower chips so this ended the Amiga commercially because its main market was gamers).

The PC Demos innovated but lagged compared to the massive teams involved in making games. Because they got focused on the format (4K, 64K, ...) not the ideas (which they have a few because they run in loop without external influences).

The ‘demo culture’ is rather shallow composed of repetitive elements : scroll texts, cubes, dots, and greetings over all platforms. That’s really very very thin ‘traditions’. And the 4K ‘thinking’ didn’t helped to innovate. In fact copying others means you’ve no imagination of your own which is what the industry wants : keep you in a box, the top management make the scenario = the one which in their studies makes the most money.

However the IT industry in general (not the gaming joystick wanker / controller pushing buttons based industry) has one constant: **permanent change**. Fast changes.

IT / Computers + Network + Telecom is the very opposite of tradition, it's engineered obsolescence where one new tech replaces an 'old' one which was obsolete the day it reached the market (ex : the 68000 was on the market in 1979, the Atari ST included it in june 1985, the Amiga included it in October 1987).

Look at all the different USB cables, the storage mediums, the phone networks, the screen sizes and resolutions, clock speeds of PC chips, RAM size and form formats, CPUs, GPUs, ... None are the same at 3 years time step. UPGRADE / UPGRADE = money, money. Like an addict needing his dose...

Compared that to traditional games like true parlour games: the one you played in the 80s are still in perfect working order, they grow ties with people you played them with, not like the guy at the other side of the world you've no clue about in a networked game with chat over Discord.

***The point is the digital world is a smoke screen.***

From the beggining when you where a bedroom coder up to now, it was a reduction of freedom trap : BIG TECH through the UNESCO trapped you in what is called the Adolescent haze or Teenage dream phase and it continued for some.

During those teenage years is a time when your brain is not able of critical thinking, when your hormones are not in balance. That way they manipulated you with a dream machine: the computer and its mystic.

Look at the environment of your bedroom computer : the keyboard and joystick limit your movements drastically: they are designed to immobilize you and make you live in your head = a gilded cage of dreams. Living norms.

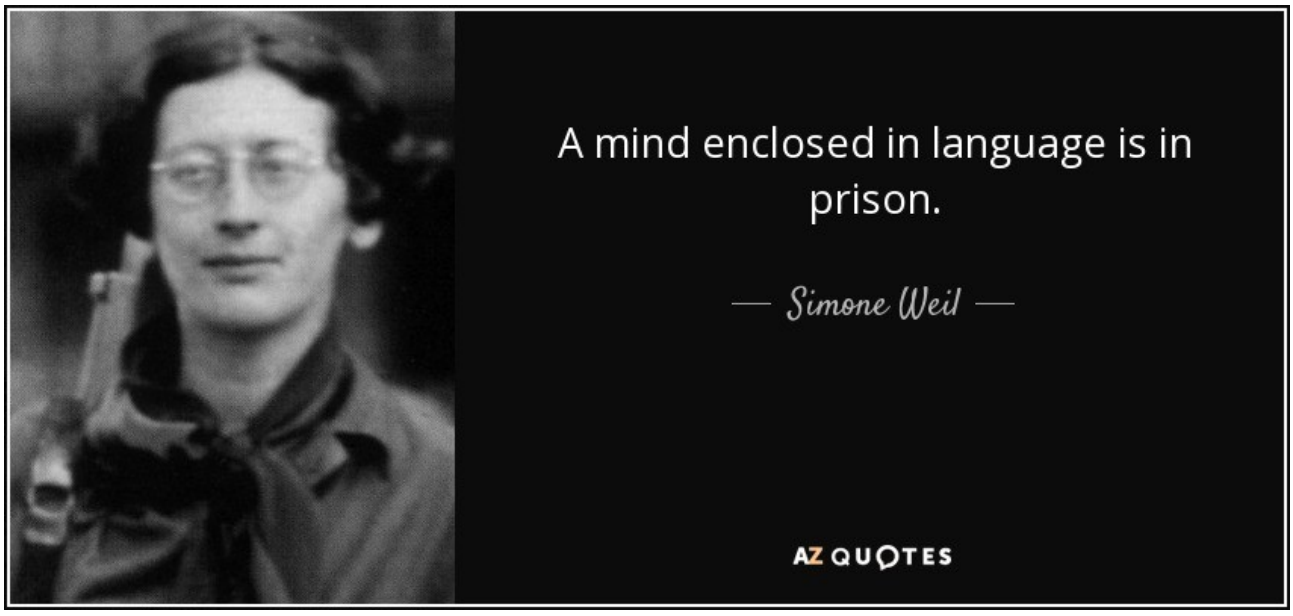
Where your hands handcuffed to the keyboard can go ? Left to right along 45 cm / 18 inches, up to down along 15 cm / 6 inches, and top to bottom 0.5 mm to 4 mm. That's your keyboard 'experience' = a jail box for your hands.

For your hands stuck to the joystick it's a 'vocabulary' of top / bottom, left / right, top left / top right, bottom left / bottom right, fire on / off. What an experience !!! It's turning you into a robot nothing else. And it has deeper sexual metaphoric implications too.

This input 'dance' is there to prevent the youth and less young to learn about their real traditions / roots, history and thus learn skills from their parents and great parents : it's all about a one world vision, a global empire where each pawn is stuck in a small box living under a trance.

The effect on the economy is huge, because anybody worldwide can do digital stuff and anybody can copy it but in the end it's devoid of any substance, it's like porn: useless. **The only aim is control by manipulating the information people receive.**

Nothing true, good, useful comes out of those billions hours spend every day by people twiddling their thumbs gaming. However that time is lost, wasted and the skills from the past are also gone while the economy is dying because people are just passive and sleepy.




Now let's say that instead of gaming, you were spending your time coding : so they trap your thoughts with languages without emotional vocabulary. BASIC and Assembly, C. With very poor vocabulary called instructions or opcodes with mnemonic, they created machine thinking, soldier 'thinking" machines, obeying orders in the form of library, API calls, language structures. Machine language is robot language. Or cog in the wheel language.

Of course the coding approach has lots of benefits : problem solving skills, analytical mindset, synthetic view, system view, technical awareness, understanding of the technological world which is more and more important economically, … All those perks have a direct positive

interest for BIG industries which see the world with a corporate standardized industrial technical material vision.

By molding your thoughts from early age to their needs they turnt you into an industrial object, something they consume and throw away when they don't need it anymore like they try with IA or using cheap labor from India / China and putting in competition countries workforce.

This early introduction to computers programming was there to make you think the world is what is displayed on a screen. Thus forget a whole lot about the rest outside that environment like true culture and your history.

The IT industry produces only ersatz which are of far lower value of what is done by true artists and craftmen like Dali, Michael Cheval, Degas, Gauguin, or even cabinet-makers, sculptors, architects, brick layers, true classical musicians like Chopin, Mozart, dancers, ...

The whole idea behind the digital world is global communism and fascism: create uniformity (the same code produces the same output everywhere it runs, not like a musician playing an analog instrument producing everywhere he / she goes and play a different experience each time), stealing all spiritual and material stuff including history, religions, houses and even money that is tradition while replacing it with a drug coming from the screens + junk food. That's called tittytainment cf teknetronic era from zbigniew brzezinski.

How could it be that such a gross manipulator likke Gleb has reached so fast his position? How could he hold it for so long? Do you trust that guy? He duped you with is theatrical and political skills. Because he has an agenda : technocracy for all.

That's what the 'technology' in school through programming has created : a society based on education for the masses, not something which develop the human side and individuality. It's soldier troops indoctrination : order / action = obey.

Why do sceners don't ask Gleb J Albert questions?
Aren't you thinking?
It's time to think and think straight and right.

Make a decision to leave this scam the demoscene is. Leave the sharp as spoon 'elite' in their corruption and uselessness. The useful idiots of Communism will be eliminated when time is right.

The matrix is a system Bro

**IN CONCLUSION: Language frames thought.**

Each nation has its own language and the mind system it makes produces framed thoughts : language limits thoughts because there are not a word for each thing, not one word for each emotion. Some language are more specialized than others. Each language is different. That means each country has its own view of reality because the way it express it, the resolution and the number of colors and the palette of their language is different if you prefer.

Programming languages are framing your thoughts far further to fit the machine paradigm. They are a language trap. A psychologic trap. A Maze where your mind is trapped making you believe you're clever by other sceners standards. It's herd thinking, not free thinking. It's box thinking. It's a sandbox.

The demoscene is managed by socialist preachers like Gleb J Albert and probably other organizers / scene web hosts who live of demomakers and 'sceners' who attend parties and get sold as commodities to big games studios or at the very least provide an environment (parties) which are a training bootcamp. The demoscene is a niche market to launch new ideas and concepts before mass adoption. A social laboratory to test new 'communication' ideas and other human concepts like working remotely decades in advance.

Parties are places where the future and present coders and artists learn the crunch, time where a product has to be released and the workers have to be exploited for extended hours forgetting their slave condition working long hours including nights and week ends for NOTHING. This makes them malleable, easy to work with because they are used to work for nothing by them entering the job market.

The 128 bytes, 4K, 64K 'challenges' which weren't there in 1993 and didn't appear till later according to pouet sort, are another distraction within the digital distraction world. Their real function is to teach

workers, in a marxist way, to do the bidding of the BIG BOSSES without thinking about what they do: serve, obey and slave away. Code and forget.

And spread marxist ideology through games messages.

Marxism is lots of words and contradictory actions which lead the poor wit masses to follow orders from Eugenists (Bill Gates) on the guise of nice but logically false premises and conclusions: egality, diversity, power to the people, power to the workers, …

All in the name of power that is centralization of all the ressources in as few hands as possible
= monopoly => globalism => tyranny => slavery.

The demoscene looks like a religion because it is : the screen has replaced the Sun, because the screen is an ersatz of the Sun with various health effects to feed BIG PHARMA and keep you under the thumb of the State who work for BIG MONEY CENTRAL BANKERS.

THE DIFFERENCE BETWEEN A CULT AND A RELIGION:
IN A CULT THERE IS A PERSON AT THE TOP WHO KNOWS IT'S A SCAM.
IN RELIGION THAT PERSON IS DEAD.

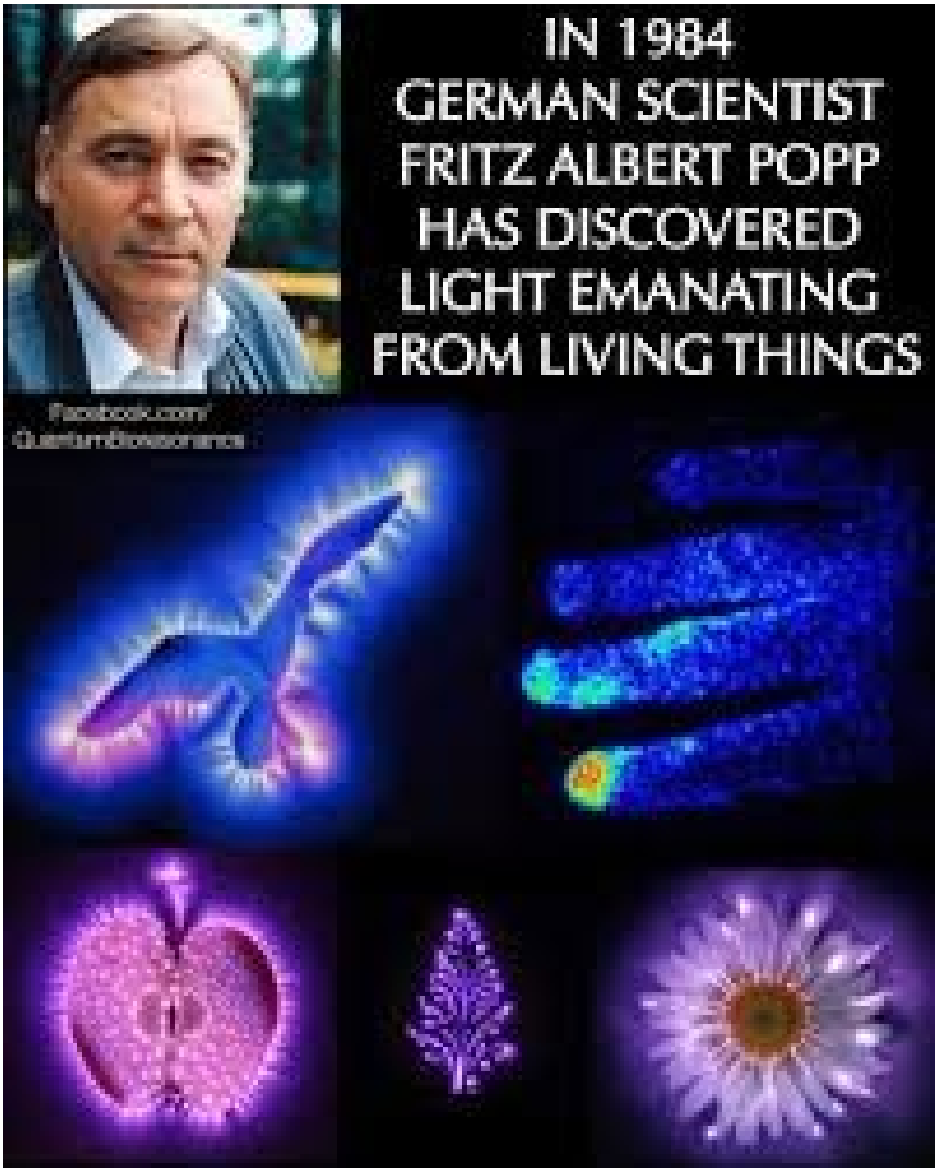
The demoscene is thus a trap to select the few who will work in BIG game companies for peanuts compared to the profits made by their owners and stake holders. The others produces an environment which keep the audience in the hypnotic loop doing nothing to change the political status quo and life in general = they are either the actors or the public of the entertainment rat wheel.

###The demoscene is also more importantly a way to nip in the bud technical innovation of those who have true genius and get trapped in the 3D digital world filled with norms (API, frameworks and the society of spectacle): this keeps the oligarchs in place at the top of the pyramid with their obsolete paradigm, technologies and industries. They don’t want competition thus remove it by imposing their norms which produce uniformity.

With that goal in mind, digital with TV, screens is a way to impose mass hypnosis = living norms / behaviors norm. This reduces the movements of the demo consumers, demomakers, game makers and gamers to nill:

**those guys simply spend their days and nights twiddling their thumbs: that's what joysticks, controllers, keyboards and chairs with desk and computers are all about: CONTROL.**
**Statism = Socialism = Bureaucracy = 4K 'thought'.**

To achieve that purpose screens include in their light DNA reprogramming see Albert Fritz Popp biophotons discoveries and experience from the 80s.



Invisible but being the main mechanism of video game gameplay is Pavlovian and Skinnerian conditionning = emotional feedback loop to keep you addicted to emptiness!

The same exists in programming languages with success being a dopamine reward whereas an error message / bug is like a punishment, the main thing being stuck on a chair all day long which is the goal.

Like thumbs up and thumbs down at Pouet = Social control. Those psychopath organizers made you think the Moon is made of green cheese! **Wake up!**

Chairs + screens lights are like this old chinese torture tool used in dungeons and follow the Mechanic 3D degrees of freedom constraints use in robots engineering : X,Y,Z are defining your freedom in the physical world.

A chair limits your physical freedom to travel and move drastically, same as language frame your thoughts drastically limiting your spiritual freedom by encasing it in intellect. Both limits make you live in a box. The screen by what it displays frames your perception of the world.

The plan goes further the deeper we go in the rabbit hole: the demo consumers are just a niche market which can be used as a testbed for various social experiments to see where the future of technology and sociology can go decades in advance: multitasking, different types of 'musics', different resolutions at different frequencies, different remote types of communication (swapping over mail -> emails -> forums)...

Like BIG PHARMA test its 'medicines' on voluntary human guinea pigs, BIG TECH can test its future software innovation on niche markets like the demoscene, or the demoscene can invent them before they become mainstream, all for FREE (at your expense, at your risk and using your precious time).

This is what TECHNOCRACY is all about, stealing your time, energy, soul and resources, that is your life , ask Gleb J Albert who controlled your life for so long, with his friends technocrats at the World Economic Forum in Davos with Klaus Schwab, Bill Gates and the UN, UNESCO.

They got you! Those oligarchs keep you in a repetitive thoughts, emotions, actions loop which enable them to control you remotely.

And those globalist have created a religion around the computer and the digital age with it's own language, it's own rituals (create a hello world program, CTRL+ALT+DEL, reset your password, identify you with 2FA, crypt your data with private and public keys, ...), it's own culture, and it's own hierarchy feeding on your actions and energy = tecknetronic era with its various flavours (bureaucrats, schools, gamers, demomakers, crackers, video games artists and coders, ...), like a religion with various creeds.

The WEF members and brands are the same people / organizations which have brought you computers at a young age in the 80s in schools where you spent most of your youth in front of a flickering screen which is now just a LED light bulb matrix.

This 'computerization' was an UNESCO program all over Europe and the US, also available in Russia, former USSR countries and China: keep them all under the spell and all the same. No computer appeared by hundred of thousands by magic in the 80s : it was all planned and BIG TECH turn sand into gold that is silicium into chips.

CONTROL, POWER, HYPNOSIS

**Who is behind it all ? ARCHONS**

**How to give the 2 fingers salute to the collectivist demoscene (scene.org, pouet.net,...)?**

1. don't use their infrastructure: create your own
2. if you can live without the demoscene, then leave it: they will not feed on your negative energy then.

If you can't live without the demoscene,just do some intensive physical exercise to become in love with your body and feel good about yourself.

To train your mind, do mathematics, physics and self development.

Out of the demoscene, the tyrants inside will have not you anymore as their source of power.
No wood, no fire.

Don't like what they told you and want a revenge?
Observe where the demoscene is going: isn't it massive stagnation ? As their territory is shrinking, turning yourself to true hand made, non digital art is the way to go. Leaving is saving your sanity and keeping you in tune with a fast evolving reality.

Stop any connections with those parasites in the demoscene hierarchy, they exploit you and steal your life!

Free yourself of the Trance, move and breath outside.
***Detox with CDS / Andreas Kalcker see odysee.com***
***Detox of the dopamine overload with huge physical exercise training to raise your energy levels and sleep well without blue light cuting screen use tenfold***

Do like the 400 banned logins from hive mind pouet:
they got banned because they don't want the socialist madness
and don't want to be part of a site where 89% of the threads are classified "residue" due to heavy censorship.

Creativity in any domain is about INDIVIDUALITY, not social norms, nor useless online 'forums', it comes from focusing on you, your imagination, your intuition, not on the collective mindset.

The ultimate Crack is reality.
That's what Bob Proctor, David Icke, Sgadguru, Osho, Jordan Maxwell and other wise guides do. That's also what true crackers do. This is by understanding Nature that you can use its laws to your advantage.

Flee socialism which has killed dozens millions in Nazi Germany, Stalinist Russia, and MAO Communist China while continuing its killing in present China and Russia.
Quit the demoscene forever!
You worth better.
End socialism:
create individual freedom enhancing art and technologies outside the spectacle society.

## The future of the demoscene ?

There are basically 2 extreme possibilities :

1- **GET FUCKED BY THE SYSTEM** : the demomakers and their audience / sceners / consumers continue dressing as clones with black clothes from head to too, eating the same erzats and keep living in their little church of conformity with the world status quo (perception of a fish in a bowl) leading to a world dictatorship of blind slaves worshiping the screens, IA and those who control it behind the scene (Elite of BlackRock and Vanguard + Archons Aliens see refs).

Eating bug floor and meats, and low quality drink, with water filled with negative energy, listening to music devoided of energy leading them to the hands of Big Pharma and horrible pain. Following Hollywood trance pre-emptive programming and got credited 10 billions glops every day for their robotic compliance...

2- **FUCK THE SYSTEM** : they wake up, understand and feel they got fucked up since the very beggining (the methods used are the same as the one used by all mass religions before : a mystic = real time, a place to practice = your room or party, a book = bible of programming, a hierarchy to obey = organizers + 'big' names = top sceners). Dress differently everyday according to their true individual taste. Grow their back bone. Close pouet hive mind, get rid of any centralization like scene.org. Host data on your server, not on one hosted by Scamp / scene.org. Detox from Covid Vaccines and become porn stars (especially Gergely Szelei) to show off their real joystick performance and enjoy life outside the office desk industrially designed mouse trap life.

Basically go out, live alone in Nature to reconnect with mother earth with bare foot, listen to their intuition. Change their food and water completely to detox. And keep growing their wisdom through independent books and experiences. Have real face to face conversations and exchanges. Live in the Holly Wood = Nature.

Crackers : fuck the system, spread a freedom from dependence mindset, free from video games, free from computers hypnosis, a spirit of critical thinking and a spirit of getting things done the free way. Train people to think outside the limits of the education / endoctrination system.

Summary :

THE GOAL - What the organization wants to achieve

The World Economic Forum and BIG TECH wants to replace human beings by cyborgs then robots for their masters archons.

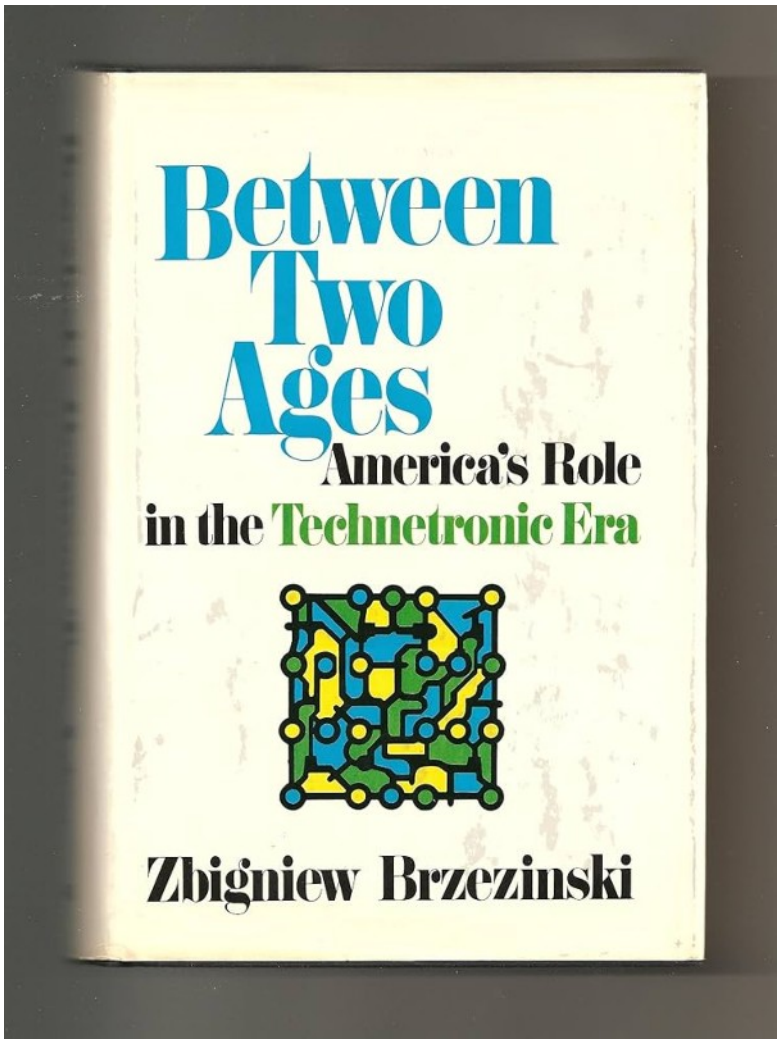
1.Define VISION - where the organization wants to go

The WEF and BIG TECH wants technocracy globally.

The demoscene has been created by creating the environment which made it happens ‘spontaneously’. When creatives minds are isolated with technology they apply their creative abilities to that tech. In this way the only vision those involved in the demoscene have become technocratic. That’s also how the video game industry operates.

2. Define MISSION - what the organization does

The demoscene for BIG TECH is creating drug distributed by screen and train staff for the video game industry see this 1970 book:




Quote : The postindustrial society is becoming a "technetronic" society: a society that is shaped culturally, psychologically, socially, and economically by the impact of technology and electronics—particularly in the area of computers and communications.

3.Define PURPOSE - why the organization exists

The demoscene exists to keep the imagination of the creatives within the WEF Agenda 2030 frame which enables technocracy to survive and grow. True creatives don't want to be limited by the tools they use and value freedom. Imagination is infinite.

4.Define VALUES - how the organization operates

The demoscene under the leadership of Gleb J Albert is producing 'art' which is a strong limitation of creativity, is a lie and a limitation of perception.

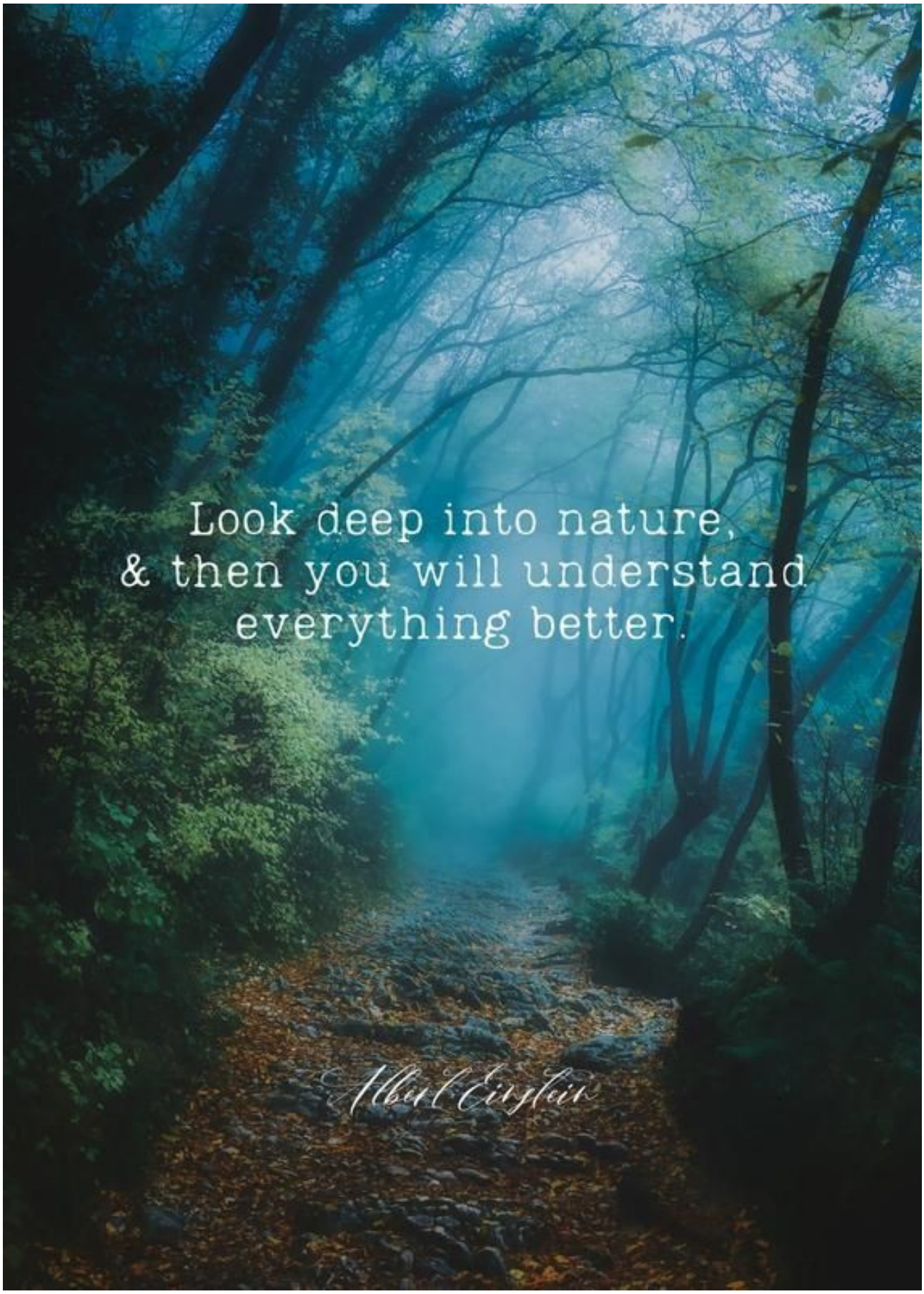
Those who don't buy the BS and this vision are just submitted to smear campaign and erasure to ensure mass compliance of the remaining and those are themselves corrupted by beer, alcool, massive amount of low frequency energy received from screens and a very low quality life style so they can be processed and used by the Video Game industry to spread military might ideology.

# Solution :
# Have a different lifestyle

Get out and breath
while watching the Sun skin and eyes bare

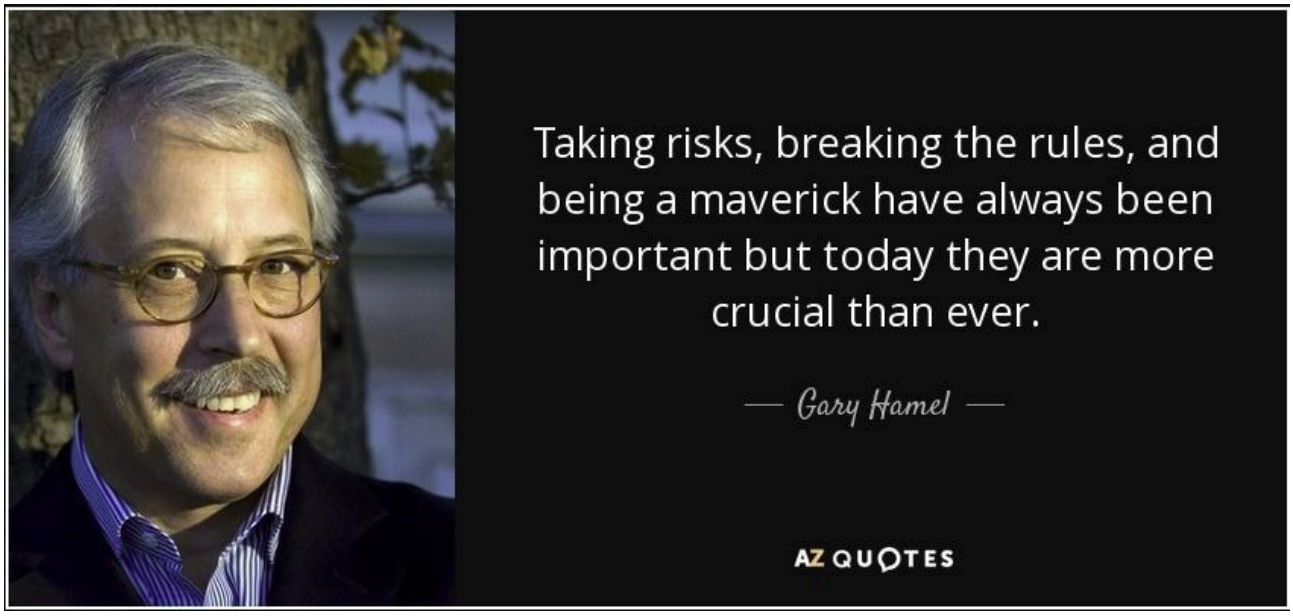
Explore Nature, the simulated reality around us,
a copy of paradise, and enjoy the silence and solitude,
listen to your intuition and follow your hearth while
moving bare foots to fill your physical body with
negative electrons (earthing)

Drink plenty (2 liters or more / day) of filtered, redynamized / vortexed, reinformed full spectrum water to detox and keep your cells full of energy : your body cells are 99 % water molecules so your physical body is merely water thus crave it for every functions.




Consume less, far less and be creative with the least you have.

Happiness is not in getting more, it’s beeing ok with what you have : it’s an inner feeling.


Taking risks, breaking the rules, and being a maverick have always been important but today they are more crucial than ever.
— Gary Hamel —
AZ QUOTES

# References:


**My original article (Emmanuel Poirier EP / Cosmik) How to save the scene:**
https://www.pouet.net/prod.php?which=13051
online copy of article: https://archive.org/details/hugi-29-demoscene-opinion-ep-how-to-save-the-demo-scene.htm

**Gleb J Albert / Dipswitch Black Maiden Pain : a slap in the face of Scene : EP views exposed:**
https://www.pouet.net/prod.php?which=15072
online copy of article: https://archive.org/details/a-slap-in-the-face-gleb-j-albert-dipswitch-black-maiden-pain-1204

**What really happened during WWII :**
https://ia800502.us.archive.org/16/items/DavidIckeAndTheTruthShallSetYouFree/David%20Icke%20%20And%20The%20Truth%20Shall%20Set%20You%20Free.pdf

https://www.amazon.de/s?k=ICKE%2C+DAVID+And+the+Truth+Shall+Set+You+Free&ref=nb_sb_noss

**Who is Gleb J Albert:**

https://yandex.com/search/?text=gleb+j.+albert

Gleb J. Albert is researcher and lecturer at the Department of History, University of Zurich. He is co-editor of The International Newsletter of Communist Studies and has published on early Soviet history, the Comintern and the international communist movement, and the history of software piracy and home computing. Google Books

**Gleb J Albert CV:**

https://www.hist.uzh.ch/dam/jcr:02d9f79f-8a21-4317-9441-a9bb7f0d6595/Albert_lebenslauf_2021.pdf
Backup : https://archive.org/details/albert-lebenslauf-2021

Gleb J Albert and the theater (to sell you world revolution through Charisma = self marketing)

https://www.schaubuehne.de/en/people/gleb-j-albert.html

**Gleb J Albert works / publications:**

https://www.researchgate.net/scientific-contributions/Gleb-J-Albert-2071898265

https://www.researchgate.net/publication/352388098_Antikommunismus_als_Bindeglied_Computerspiel-Piraten_auf_beiden_Seiten_des_Eisernen_Vorhangs_am_Ende_des_Kalten_Krieges

**Gleb J Albert scene activities by himself:**

https://gotpapers.scene.org/?page_id=498

**Coercion is a crime in Switzerland:**
https://www.css.ch/en/private-customers/properly-insured/good-to-know/insurance-tips/bullying-criminal-law.html

**Coercion is a crime in Germany :**
https://www.hilfe-info.de/Webs/hilfeinfo/EN/Leaflets/24-Violence_Internet.html

## UNITED NATIONS / UNESCO (CULTURE ARM OF UN)

****UN is global socialism / communism / fascism takeover :**
https://www.naturalnews.com/051058_2030_Agenda_United_Nations_global_enslavement.html

**Gifting the United Nations to Stalin by Greg Hallett:**
https://archive.org/details/gifting-the-united-nations-to-stalin page 231 to 246

# UNESCO and computers in schools

all over US and Europe from 1980s (Socialism = minds formated the same at the same time through Education):

These publications collectively demonstrate that the introduction of computers into schools throughout Europe and the United States and elsewhere during the 1980s was a deliberate and organized effort, supported and documented by UNESCO :

https://unesdoc.unesco.org/ark:/48223/pf0000070427
https://unesdoc.unesco.org/ark:/48223/pf0000078098
https://unesdoc.unesco.org/ark:/48223/pf0000052479

US :

Apple's "Kids Can't Wait" (1982) / National Science Foundation (NSF) Computer Literacy Grants / TIES (Technology and Information Educational Services) Program

https://www.youtube.com/watch?v=-ifB8tQSbto
https://inria.hal.science/hal-01272195/document

UK :

Computer Literacy Project 1980-1989
https://www.youtube.com/watch?v=rQo1cwZ7gsc
https://c1p.bbcrewind.co.uk/

France :

Plan informatique pour tous 1985 (socialist)
https://www.youtube.com/watch?v=RXuT8n5hTb0
https://www.epi.asso.fr/revue/histo/h85-ipt-jb.htm

Germany :

Informatik in der Schule  1984

https://www.youtube.com/watch?v=8T1rcTi3HRs

https://www.pedocs.de/volltexte/2023/25807/pdf/ZfPaed_5_2020_AnnegarnGlass_Die_Entstehung.pdf

Scandinavia :

Skolan har fått sin Compis!
Skolan har fått sin Compis – en dator som är det senaste i fråga om teknik och prestanda!
De samverkande intressenterna i Skoldatorprojektet (STU, ESSELTE STUDIUM, TELI, Representanter för skolan, SÖ och Sv. Kommunförbundet) har på rekordtid lyckats utveckla en dator som mer än väl uppfyller de hårda krav som man från skolans sida ställt upp.
Demonstration av skoldatorn Compis.
COMPIS

Compis Morgondagens teknologi i dagens skoldator.
Man kan med fog säga att Compis är en framtidsdator. Varför? Jo, den är uppbyggd kring ett helt nytt koncept. Hemligheten är kombinationen av tre var för sig unika komponenter – en högintegrerad processor, en kraftfull grafikprocessor samt operativsystemet CP/M-86 "på burk".

Sweden Datorn i Utbildningen / COMPuter I Skolan 1984 :

https://en.wikipedia.org/wiki/Compis

**Home Computers in the 80s**

Meanwhile at home, pupils where playing or programming :

https://en.wikipedia.org/wiki/Home_computer
https://de.wikipedia.org/wiki/Heimcomputer
https://fr.wikipedia.org/wiki/Ordinateur_domestique

So computer at work for parents working in office jobs, computers in schools, computers at home for playing and programming, computers to watch movies or documentation: do you think this can turn you into, a human thinking like a machine, fast ?

And all those time spent working on computers instead of learning real life skills in the humnan material world, isn't it impeding production of real products and services ? Does it enable to create something really different than others computer addicted countries ? Or does it uniformize everything everywhere for a global order ?

## 2020-2022 :
## the 'hardware upgrade' of humanity

This is impacting at least 83 % of the 5.5 billions 'vaccinated':

https://odysee.com/@SixthSense-Truth-Search-Labs:0/Conference-of-La-Quinta-Columna-The-game-is-over-'ENGLISH-AU:1

https://odysee.com/@Thavisouk:b/DARPA_GRAPHENE_PLASMONIC_NANO_TERAHERTZ_ANTENNA:3

You can check if you're surrounded by cyborgs covid 'vaccinated' here :

https://www.ftwproject.com/orgonite-blog/the-bluetooth-challenge-explained-why-covid-vaxxed-people-are-emitting-bluetooth-codes-and-how-you-can-see-it-for-yourself/

# THE IDEOLOGY BEHIND IT ALL

## KARL MARX

**Who is Karl Marx :**

Karl Marx: The Greatest Intellectual Fraud of the 19th and 20th Centuries

https://www.tabletmag.com/sections/arts-letters/articles/marx-sperber-mikics

**Marx and Satan By Richard Wurmbrand:**
https://rafapal.com/wp-content/uploads/2017/08/Marx_and_Satan.pdf

**Marx and big Finance:**
https://www.libertynation.com/karl-marx-the-godfather-of-central-banking/
https://bridgetheatre.co.uk/the-mill-owning-marxist/
https://www.reddit.com/r/PropagandaPosters/comments/7sbqpp/karl_marx_visits_wall_street_1911/
-> explanation: the far left and the far right are both collectivist

**Antony Sutton - Wall Street & The Bolshevik Revolution:**
https://smallpdf.com/file#s=e76dc0c0-7fa6-45af-8c85-a016424eada3 page 7

**Socialism is controlled opposition (Central Bankers rule):**
https://wakeup-world.com/2014/12/15/controlled-opposition-the-hidden-hand-of-misdirection/

***Socialism exposed**

https://www.youtube.com/shorts/x62PjBL3hYw
https://www.youtube.com/shorts/Kro0-XFfgDM
https://www.youtube.com/shorts/JoTQjCJws2A
https://www.youtube.com/watch?v=hCMJJa8gk38

***Yuri Bezmenov Ideological Subversion:**
https://www.youtube.com/watch?v=yErKTVdETpw
https://www.youtube.com/watch?v=5gnpCqsXE8g

**Pawns in the game by William Guy Carr:**
https://www.heritage-history.com/site/hclass/secret_societies/ebooks/pdf/carr_pawns.pdf

## SILENCING SOCIALISM / COMMUNISM CRITICS :

**G. Edward Griffin on Communist smear tactics:**
https://www.youtube.com/watch?v=XfsJxkobPXk

**The communist way to silence critics:**
https://qz.com/712187/how-to-smear-your-enemies-and-silence-your-critics-chinese-communist-party-style

# HOW TO PROGRAM THE WORLD TO A NEW IDEOLOGY through screens: TV then COMPUTERS

Computers / video games / demo on TV back in the 80's / 90s:

## FRANCE :

**Micro Kid's (1984-1994, FR3) (demo shown at end of show)**

https://www.youtube.com/results?search_query=Micro+Kid%E2%80%99s+1984

**Temps X (1979-1987, TF1)**

L'informatique des années 80 dans Temps X (everything already planned for the 40 years ahead and more is shown, what a surprise!!! And what an alternative !)

https://www.youtube.com/watch?v=s6exSd6q5XI

Génération 4 (1992, M6)

Cyberflash (1996-1997, France 3)

Cybercafé 2.0 (1998-2002, La Cinquième)

Level One (1998-2002, Game One)

Télévisator 2 (1993-1994, France 2)

Player One TV (1990s, MCM)

Game One (1998-Present)

## UK :

**The Computer Programme (1982)**

https://www.youtube.com/playlist?list=PLOtimvwAoYtnCtLiLspq_Gnng1XusYwPU

**Making the Most of the Micro (1983)**

https://www.youtube.com/watch?v=f6LsV-17z7Q&list=PLOtimvwAoYtlWZdX-MgnHrr-GUS7m8F7g

**Micro Live (1984–1987)**

https://www.youtube.com/results?search_query=Micro+Live+(1984%E2%80%931987)

**Bad Influence! (1992–1996)**

https://www.youtube.com/watch?v=IYxG0dJnzIE&list=PLHxTkIgiJixVyidSzhfQ6Zh6kaAhqS-F1

**GamesMaster (1992–1998) → the digital church already**

https://www.youtube.com/watch?v=y8Yi8XmYBr4&list=PLr8GB81KP292xrbTV7WCLXcDQ0n2f9eF7

Computers / video games / demo on TV back in the 80's / 90s: (continued)

## GERMANY :

WDR Computerclub 1983 - 2003

https://www.youtube.com/results?search_query=WDR+Computerclub+1983++2003

ComputerTreff / NDR-Klein-Computer 1984

https://www.youtube.com/watch?v=m6PiWy3tXh8&list=PLzIUYOw0anWqjhnCN_ZtV4MmWofTohmsc

X- Base 1995 – 1996

https://www.youtube.com/watch?v=Yj4cm7A0L0o&pp=ygUKWC1CYXNlIHpkZg%3D%3D

## SCANDINAVIA :

Troldspejlet (Denmark, 1989–present)

OsWALD (Denmark, 1988)

Hugo (Denmark, 1990–present)

**Finland:**

• MikroBitti (1984–present)

## TECHNOCRACY EXPOSED

**Trust Us | The Rise of American Technocracy:**
https://www.youtube.com/watch?v=b18xsQVVgxk

**BIG TECH is composed of Technocrats globalists:**
https://www.naturalnews.com/2022-10-12-globalists-colluding-with-big-tech-manipulate-internet.html
https://conspiracy.news/2023-05-19-big-tech-globalist-elites-secret-meeting-artificial-intelligence.html

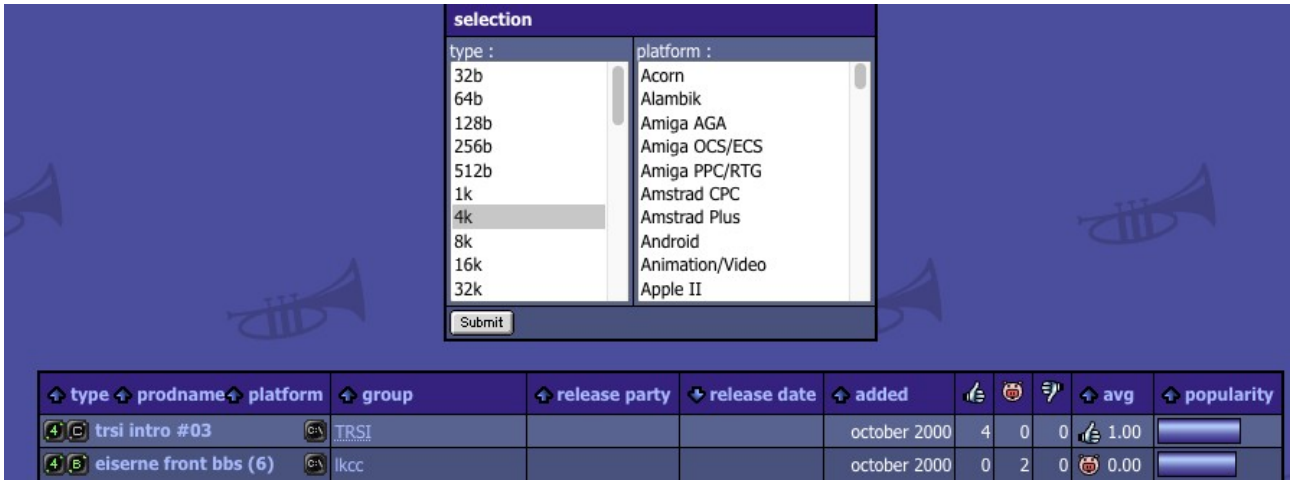
**The Military Industrial Complex is behind video games:**
https://www.salon.com/2013/09/19/shall_we_play_a_game_the_rise_of_the_military_entertainment_complex/
https://vce.usc.edu/featured/war-games-how-americas-military-entertainment-complex-spreads-propaganda-through-entertainment/
https://www.levernews.com/inside-the-military-entertainment-complex/
https://www.unschooling.com/t/the-pentagon-invented-video-games-for-training-recruitment-into-the-military-industrial-complex/5691

**The economic weight of the video game industry:**
https://www.statista.com/topics/868/video-games/

**The demoscene part of the entertainment complex:**
https://en.wikipedia.org/wiki/Bread_and_circuses

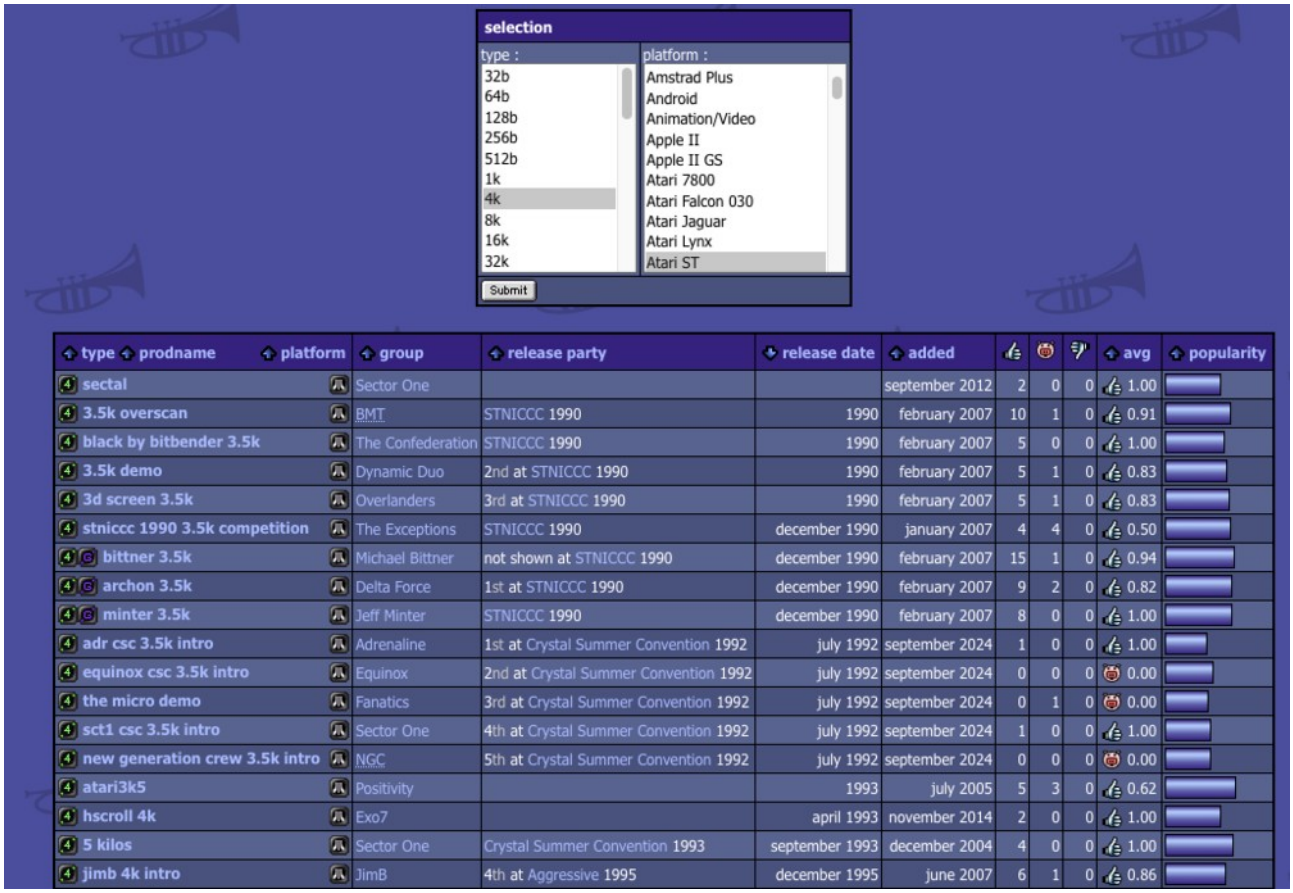
The demoscene was not about small demos in 1993 but computer visual technical innovations and keeping the technical oriented teens busy with trivial "how much dots I can display in a frame" or "I can display something outside the borders", "look my joystick is longer than yours" goals:

4K:




so few before 2000 the algorithm don't display them

https://www.pouet.net/prodlist.php?type%5B0%5D=4k&page=1&order=release&reverse=1


selection
type :
32b
64b
128b
256b
512b
1k
4k
8k
16k
32k
platform :
Amstrad Plus
Android
Animation/Video
Apple II
Apple II GS
Atari 7800
Atari Falcon 030
Atari Jaguar
Atari Lynx
Atari ST
Submit
type prodname platform group release party release date added avg popularity
sectal Sector One september 2012 2 0 0 1.00
3.5k overscan BMT STNICCC 1990 1990 february 2007 10 1 0 0.91
black by bitbender 3.5k The Confederation STNICCC 1990 1990 february 2007 5 0 0 1.00
3.5k demo Dynamic Duo 2nd at STNICCC 1990 1990 february 2007 5 1 0 0.83
3d screen 3.5k Overlanders 3rd at STNICCC 1990 1990 february 2007 5 1 0 0.83
stniccc 1990 3.5k competition The Exceptions STNICCC 1990 december 1990 january 2007 4 4 0 0.50
bittner 3.5k Michael Bittner not shown at STNICCC 1990 december 1990 february 2007 15 1 0 0.94
archon 3.5k Delta Force 1st at STNICCC 1990 december 1990 february 2007 9 2 0 0.82
minter 3.5k Jeff Minter STNICCC 1990 december 1990 february 2007 8 0 0 1.00
adr csc 3.5k intro Adrenaline 1st at Crystal Summer Convention 1992 july 1992 september 2024 1 0 0 1.00
equinox csc 3.5k intro Equinox 2nd at Crystal Summer Convention 1992 july 1992 september 2024 0 0 0 0.00
the micro demo Fanatics 3rd at Crystal Summer Convention 1992 july 1992 september 2024 0 1 0 0.00
sct1 csc 3.5k intro Sector One 4th at Crystal Summer Convention 1992 july 1992 september 2024 1 0 0 1.00
new generation crew 3.5k intro NGC 5th at Crystal Summer Convention 1992 july 1992 september 2024 0 0 0 0.00
atari3k5 Positivity 1993 july 2005 5 3 0 0.62
hscroll 4k Exo7 april 1993 november 2014 2 0 0 1.00
5 kilos Sector One Crystal Summer Convention 1993 september 1993 december 2004 4 0 0 1.00
jimb 4k intro JimB 4th at Aggressive 1995 december 1995 june 2007 6 1 0 0.86

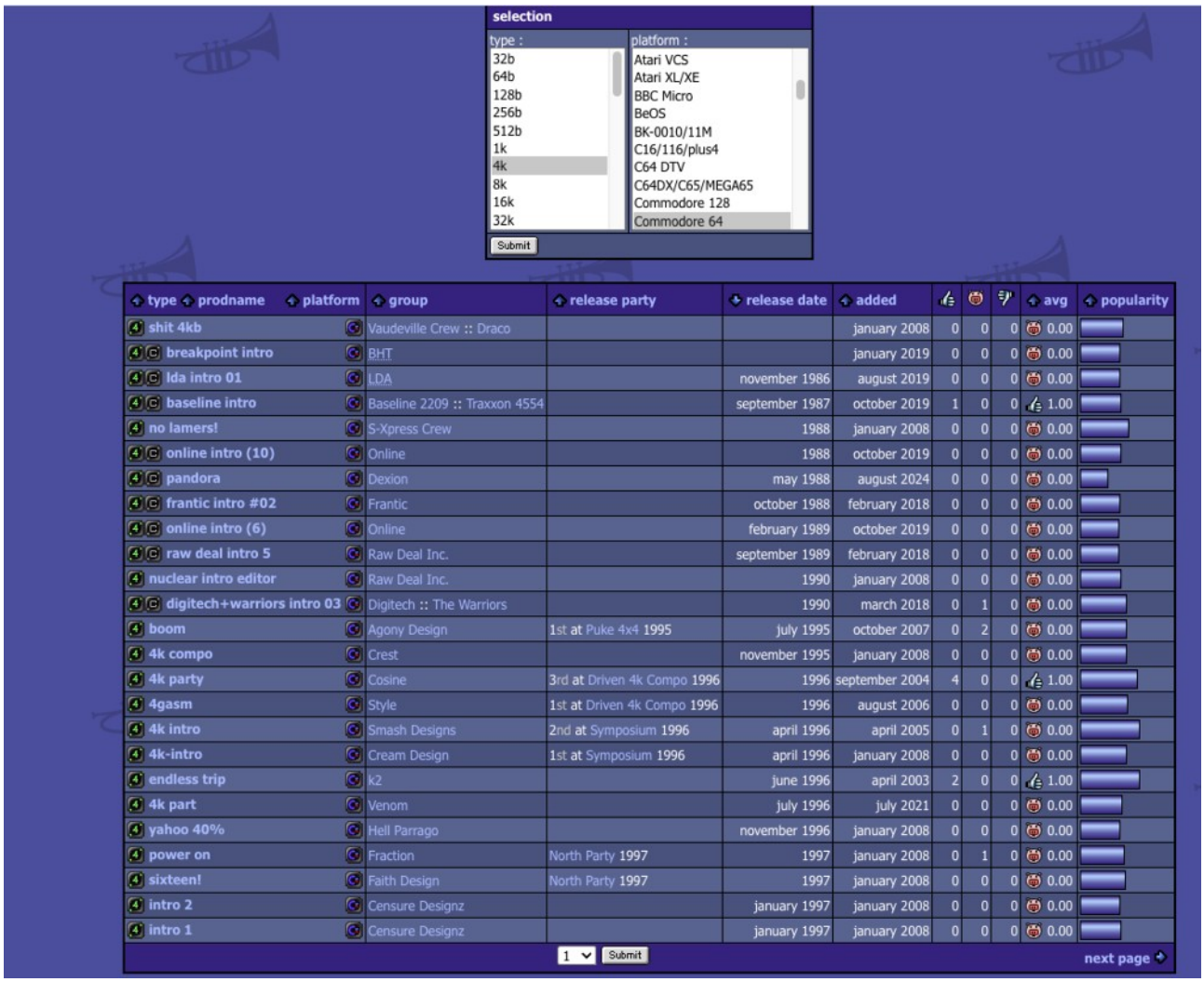
16 before 1995 on Atari ST

https://www.pouet.net/prodlist.php?order=release&reverse=1&type%5B%5D=4k&platform%5B%5D=Atari+ST&page=1

type :
32b
64b
128b
256b
512b
1k
4k
8k
16k
32k
platform :
Acorn
Alambik
Amiga AGA
Amiga OCS/ECS
Amiga PPC/RTG
Amstrad CPC
Amstrad Plus
Android
Animation/Video
Apple II
Submit
type prodname platform group release party release date added avg popularity
xentrix cool pack intro Xentrix september 2005 1 3 0 0.25
timezone bbs Weird october 2018 0 0 0 0.00
don manolo Pirates december 2018 0 0 0 0.00
virus boot Random Access december 2018 0 0 0 0.00
art of chess crack Axxess december 1987 april 2009 4 2 1 0.43
boot intro Random Access 1988 september 2018 0 0 0 0.00
fast'em Quadlite 1988 may 2022 0 0 0 0.00
boot-intro Sinners 1988 august 2022 0 0 0 0.00
new booter SCF 1988 august 2022 0 0 0 0.00
lissajou The Power Boys 1988 august 2022 0 0 0 0.00
boot intro Vortex 42 1988 september 2022 1 0 0 1.00
boot intro The Enforcers 1988 september 2022 0 1 0 0.00
vectors AFL :: Level 4 1989 july 2010 1 0 0 1.00
never forget Fairlight :: Northstar 1989 january 2015 0 0 0 0.00
space quest iii animate! november 1989 october 2024 0 0 0 0.00
just another product Pegasus 1990 august 2019 0 0 0 0.00
mercenary iii: the dion crisis trainer Scoopex december 1991 may 2019 1 0 0 1.00
boot intro Shining 1992 december 2019 0 0 0 0.00
killwarp PICI :: Vectors 1993 january 2012 0 0 0 0.00
ball attack'93 Joker may 1993 march 2010 1 4 0 0.20
the 4ko intro Psykotrope december 1993 december 2001 3 2 0 0.60
fractro Crazy Boys 1994 january 2012 0 0 0 0.00
utopia bbs Maniacs 1994 november 2018 0 0 0 0.00
4k surprise Hoodlum not shown at 3S Party 1994 august 1994 march 2004 4 3 0 0.57
firek Hoaxers 2nd at The Gathering 1995 april 1995 september 2007 6 2 0 0.75

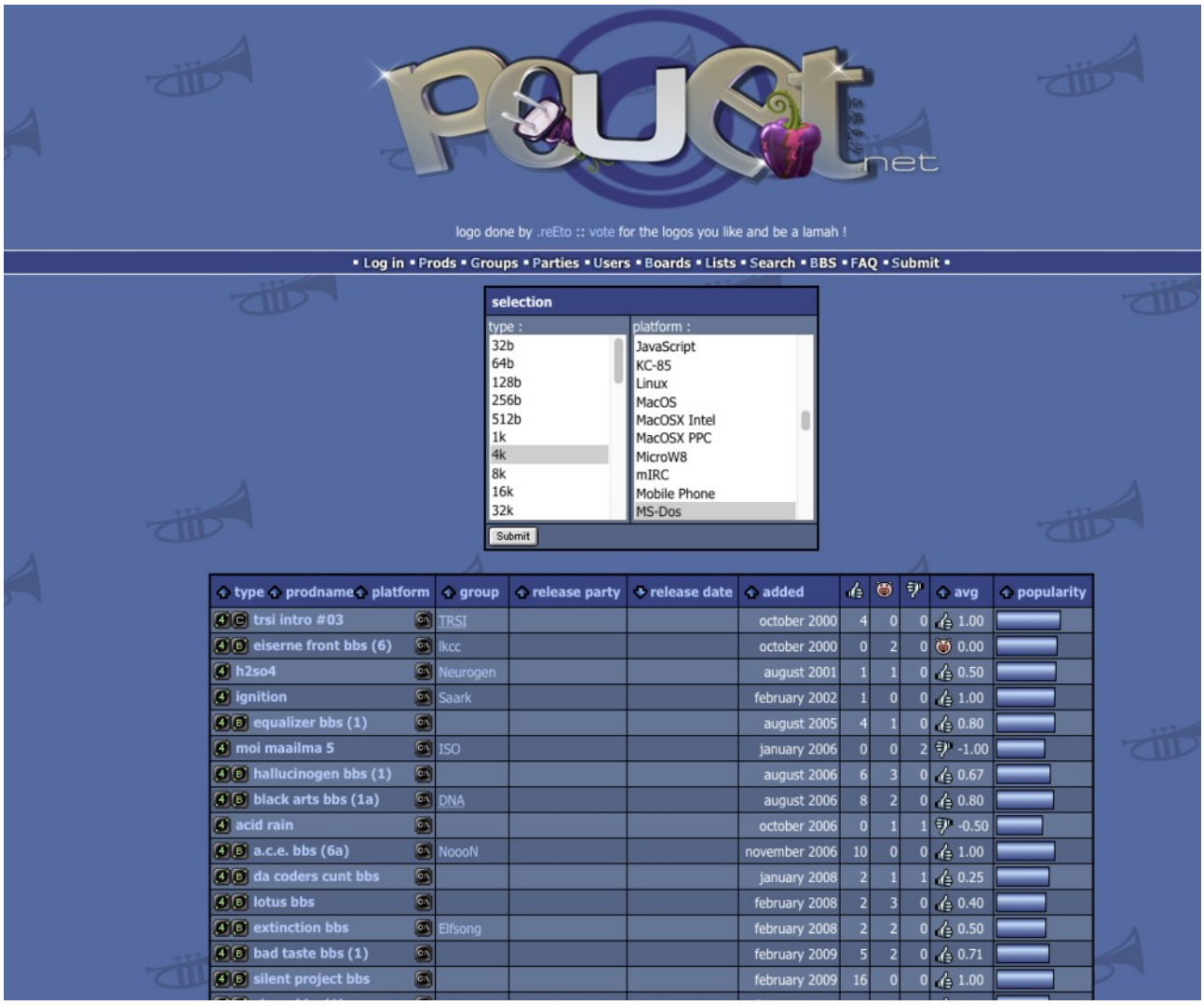
17 only before 1994 on Amiga ECS

https://www.pouet.net/prodlist.php?order=release&type%5B0%5D=4k&platform%5B0%5D=Amiga+OCS%2FECS&page=1&reverse=1


selection
type :
32b
64b
128b
256b
512b
1k
4k
8k
16k
32k
platform :
Atari VCS
Atari XL/XE
BBC Micro
BeOS
BK-0010/11M
C16/116/plus4
C64 DTV
C64DX/C65/MEGA65
Commodore 128
Commodore 64
Submit
type
prodname
platform
group
release party
release date
added
avg
popularity
shit 4kb | Vaudeville Crew :: Draco | | | january 2008 | 0 0 0 0.00
breakpoint intro | BHT | | | january 2019 | 0 0 0 0.00
lda intro 01 | LDA | | november 1986 | august 2019 | 0 0 0 0.00
baseline intro | Baseline 2209 :: Traxxon 4554 | | september 1987 | october 2019 | 1 0 0 1.00
no lamers! | S-Xpress Crew | | 1988 | january 2008 | 0 0 0 0.00
online intro (10) | Online | | 1988 | october 2019 | 0 0 0 0.00
pandora | Dexion | | may 1988 | august 2024 | 0 0 0 0.00
frantic intro #02 | Frantic | | october 1988 | february 2018 | 0 0 0 0.00
online intro (6) | Online | | february 1989 | october 2019 | 0 0 0 0.00
raw deal intro 5 | Raw Deal Inc. | | september 1989 | february 2018 | 0 0 0 0.00
nuclear intro editor | Raw Deal Inc. | | 1990 | january 2008 | 0 0 0 0.00
digitech+warriors intro 03 | Digitech :: The Warriors | | 1990 | march 2018 | 0 1 0 0.00
boom | Agony Design | 1st at Puke 4x4 1995 | july 1995 | october 2007 | 0 2 0 0.00
4k compo | Crest | | november 1995 | january 2008 | 0 0 0 0.00
4k party | Cosine | 3rd at Driven 4k Compo 1996 | 1996 | september 2004 | 4 0 0 1.00
4gasm | Style | 1st at Driven 4k Compo 1996 | 1996 | august 2006 | 0 0 0 0.00
4k intro | Smash Designs | 2nd at Symposium 1996 | april 1996 | april 2005 | 0 1 0 0.00
4k-intro | Cream Design | 1st at Symposium 1996 | april 1996 | january 2008 | 0 0 0 0.00
endless trip | k2 | | june 1996 | april 2003 | 2 0 0 1.00
4k part | Venom | | july 1996 | july 2021 | 0 0 0 0.00
yahoo 40% | Hell Parrago | | november 1996 | january 2008 | 0 0 0 0.00
power on | Fraction | North Party 1997 | 1997 | january 2008 | 0 1 0 0.00
sixteen! | Faith Design | North Party 1997 | 1997 | january 2008 | 0 0 0 0.00
intro 2 | Censure Designz | | january 1997 | january 2008 | 0 0 0 0.00
intro 1 | Censure Designz | | january 1997 | january 2008 | 0 0 0 0.00
1
Submit
next page

10 before 1995 on C64

https://www.pouet.net/prodlist.php?order=release&type%5B0%5D=4k&platform%5B0%5D=Commodore+64&page=1&reverse=1


pouet net
logo done by .reEto :: vote for the logos you like and be a lamah !
Log in Prods Groups Parties Users Boards Lists Search BBS FAQ Submit
selection
type :
32b
64b
128b
256b
512b
1k
4k
8k
16k
32k
platform :
JavaScript
KC-85
Linux
MacOS
MacOSX Intel
MacOSX PPC
MicroW8
mIRC
Mobile Phone
MS-Dos
Submit
type prodname platform group release party release date added avg popularity
trsi intro #03 TRSI october 2000 4 0 0 1.00
eiserne front bbs (6) lkcc october 2000 0 2 0 0.00
h2so4 Neurogen august 2001 1 1 0 0.50
ignition Saark february 2002 1 0 0 1.00
equalizer bbs (1) august 2005 4 1 0 0.80
moi maailma 5 ISO january 2006 0 0 2 -1.00
hallucinogen bbs (1) august 2006 6 3 0 0.67
black arts bbs (1a) DNA august 2006 8 2 0 0.80
acid rain october 2006 0 1 1 -0.50
a.c.e. bbs (6a) NoooN november 2006 10 0 0 1.00
da coders cunt bbs january 2008 2 1 1 0.25
lotus bbs february 2008 2 3 0 0.40
extinction bbs Elfsong february 2008 2 2 0 0.50
bad taste bbs (1) february 2009 5 2 0 0.71
silent project bbs february 2009 16 0 0 1.00

nothing on the 4K category on PC DOS before 2000
https://www.pouet.net/prodlist.php?order=release&type%5B0%5D=4k&platform%5B0%5D=MS-Dos&page=1&reverse=1

# LIFE IS PLAYWRIGHT'S DESIGN : GOVERNMENT, BANKERS, OLIGARCHS VIA TV, SCHOOL, RELIGION and ULTIMATELY ARCHONS (except if you take your life in charge)

https://www.bushtheatre.co.uk/bushgreen/the-student-guide-to-playwriting-characterisation/

How Pro Screenwriters Create Characters
https://www.youtube.com/watch?v=7bmKc97wDTI

## SCREENS

**The demoscene is TV entertainment so a drug distributed over screens like video games or ads or TV broadcast:**

**TV / Screen hypnosis:**
https://web.cs.ucdavis.edu/~koehl/Teaching/ECS188_F19/Reprints/Mander_Chapter10.pdf

**Epigenetics: How the Environment (screen content) Controls Cell Functioning / Bruce Lipton :**

https://www.youtube.com/watch?v=G4T0LzU_rv0

**Nervous system manipulation by electromagnetic fields from monitors:**
https://patents.google.com/patent/US6506148B2/en

**DAVID ICKE PODCAST: WAKE UP FROM THE TRANCE YOU BEING MANIPULATED AND DONT EVEN KNOW IT:**
https://www.youtube.com/watch?v=N7axKs-KOe4

**Tell-Lie-Vision (The Corbett Report 448):**
https://www.youtube.com/watch?v=tSS-3p-c9LU

**TV Screens alter DNA: Light DNA reprogramming Fritz Albert Popp:**
https://prlabs.com/blog/biophoton-fritz-albert-popp.html
Chair + Screen = Chinese Iron Chair torture at slow speed:
https://www.youtube.com/watch?v=vezhHTJAg30

**=> the eyes are roasted by screen light:**
The Exercise Neuroscientist: NEW RESEARCH, The Shocking Link Between Exercise And Dementia!
https://www.youtube.com/watch?v=5o-tRub-0pQ

**=> the back is little by little destroyed :**

https://www.healthdata.org/news-events/newsroom/news-releases/lancet-new-study-shows-low-back-pain-leading-cause-disability

# => the health effects of TV / Screen :

**Terence McKenna - Television is a Drug :**
https://www.youtube.com/watch?v=b283Dc0IZO4

**the brain :** https://www.health.harvard.edu/mind-and-mood/too-much-tv-might-be-bad-for-your-brain

**Interconnections of screen time with neuroinflammation :**
https://www.researchgate.net/figure/Exposure-to-excessive-blue-light-stimulates-intrinsically-photosensitive-retinal-ganglion_fig3_384294625

**The Harmful Effects Of Watching Television It Kills Your Intuition :**
https://www.youtube.com/watch?v=z_MJDqwVzC4

**Sleep regulation / pineal gland / melatonin :**
https://ophthalmologybreakingnews.com/ophthalmologynews-the-pineal-gland-the-eye-of-horus

**The effects of Blue light from screens on health :**

**Decentralized Medicine | Jack Kruse | Assembly 2023**
https://odysee.com/@Sickofitall:0/Decentralized-Medicine---Jack-Kruse---Assembly-2023:9

**Protect your eyes and pineal gland using blue light filters**

Exiled Neurosurgeon: Health is about Light NOT Food | Dr Jack Kruse

https://www.youtube.com/watch?v=1uMHcGTAhA8

**Screen and altered perception :**

The Media Equation : media = real life
https://web.stanford.edu/group/cslipublications/cslipublications/site/1575860538.shtml

**Inattentional Blindness :**

there is no conscious perception of the visual world without attention to it
https://mitpress.mit.edu/9780262632034/inattentional-blindness/

**subordination via seated position :**

https://somaticmovementcenter.com/10-shocking-ways-posture-affects-health/

**Solution :**

Detox : CDS Chlorine Dioxide / Andreas Kalcker (on odysee / crowdbunker) + colonics (see markus rothkranz) + organic spirulina + drink 2 liters of filtered water (reverse osmosis + dynamization + reinformation see dancing with water, Dr Batmandghelij, Dr Korotkov on odysee.com)

**Move out in Nature bare foot : earthing**
https://www.youtube.com/watch?v=44ddtR0XDVU

Observe nature with bare eyes, be outside with the sun for at least 30 mins / day

**Protect you from EMF using Shungite**
https://www.youtube.com/watch?v=eH1cAk94hPE

**How to prevent neck and back pain with a correct desk setup!**
For improved comfort and better posture
https://www.youtube.com/shorts/0FAhEH-1Ufk

And muscle your back at the gym and outside walking for hours. Also use a standing desk.

# CONDITIONING :

**Pavlovian conditionning in Video Games:**
https://www.youtube.com/watch?v=qY7TYK4X2vg
https://www.youtube.com/watch?v=8dLUJMr4djc
https://www.universityherald.com/articles/46304/20161027/pavlovs-conditioning-video-games.htm
https://game-wisdom.com/critical/game-mechanics-condition

**Emotions are electric:**

Turn On Your Energy: Taking Your Health and Well-being into Your Own Hands (The Energy To Thrive Book 1)
https://www.amazon.com/Turn-Your-Energy-Taking-Well-being-ebook/dp/B092TT6GPJ
The Body Electric:
Electromagnetism And The Foundation Of Life
https://www.amazon.com/Body-Electric-Electromagnetism-Foundation-Life-ebook
Bioenergetics Transformed My Life Elliott Hulse
https://www.youtube.com/watch?v=wUwA7xh7Q9s

# POUET = THE MIND HIVE :

**Stick to the status quo or get banned:**

Five monkeys - how to create a mentality of 85% of the people that we call MASS ?

https://www.youtube.com/watch?v=y-PvBo75PDo

**What is a hive mind ? The masses :**

The Woman in the Red Dress - Full Scene - MATRIX - [4K HDR]
https://www.youtube.com/watch?v=IJrjcHx9nDA

# THE SIMULATED UNIVERSE :

[MIRROR] The Simulation Theory We Must Take Control - David Icke
https://www.youtube.com/watch?v=Sq771m_7OO4

Debating David Icke | Are We Living In A Simulation?
https://www.youtube.com/watch?v=PgnnL1HAoiU

Is the Universe a Simulation? | Melvin Vopson
https://www.youtube.com/watch?v=S7FZWFX_47E

200 IQ Man Destroys Reality: "It's All a Hologram"
https://www.youtube.com/watch?v=vkYzTDYKRPY&t=83s

The laws of the Universe :

Bob Proctor: The 11 Forgotten Laws - COMPLETE COLLECTION
https://www.youtube.com/watch?v=1MbuyN3vfx0

THE ENNEMY : SOCIALISM / COMMUNISM / TECHNOCRACY / TYRANNY / UNIFORMITY / SLAVERY

Klaus Schwab Master of the world / Socialism / Technocracy: https://www.youtube.com/watch?v=5dtbR-HciJ4